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No 9 April 1991
A Database Publication

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PARENTS & TEACHERS!

Turn to Page 6 for ways of developing the National Curriculum content of Let's Compute!

PUBLIC APOLOGY

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Managing Editor Derek Meakin
Features Editor Peter Davidson
Creative Editor Mark Nolan
Ace Cartoonist Mike Goldberg
Production Editor Peter Glover
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REGULARS

Rom's Round Up	GOTO 8
Create an adventure	GOTO 18
Build a Database	GOTO 29
The Games Gang	GOTO 30
Logo Lowdown	GOTO 35
Hi-Scores	GOTO 43

Noticeboard

Great projects

I thought I would write to tell fellow boffins about the an idea I had. It's for the pedometer in last month's Pete's Project.

On my TV the first line is always off the top of the screen. My idea is to change the program to put in a title and move the first line down a bit.

Here are the extra lines I put in the program:

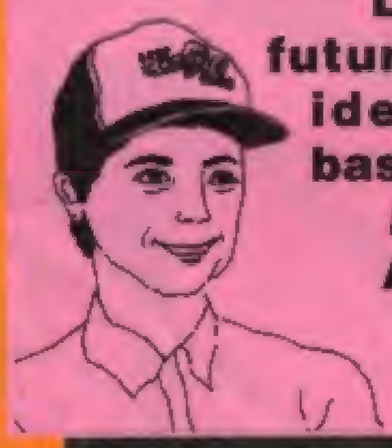
```
11 PRINT:PRINT
12 PRINT "BY SOMEONE COOL"
13 PRINT:PRINT
```

I use PRINT:PRINT to make gaps so the text does not look as if it is all on one line.

Pete's Projects are great. They are always something to do with my science lessons.

– Alexander Shuttleworth (12), Honiton, Devon

If you have any tips for other readers, send them in. And if you have any questions about your computer or software just ask us. We'll try to answer them on the Noticeboard.



Let us know what you want to see in future issues. And if we use your letter or ideas we'll send you a *Let's Compute!* baseball hat! Send your letters to:

***Let's Compute!* Europa House, Adlington Park, Macclesfield SK10 4NP**

Remember to tell us your age.

Congratulations

I must congratulate you on *Let's Compute!* At last a computing magazine for children at a realistic price.

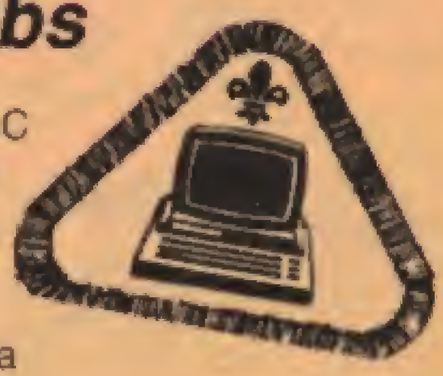
I am a primary school teacher and therefore appreciate the work and careful thought that has gone into creating a good balance between fun and the educational aspects of computing. I am responsible for co-ordinating computing and find your magazine a stimulating resource of information and ideas.

So keep on with your cartoon strips of Rom and Ram, Logo Lowdown and The Final Front-Ear.

I could go on...

– Matthew Basford, Tunbridge Wells

A computing Badge for Cubs



My son Timothy (9) has recently been given a BBC computer. Having used it initially for games he is now becoming interested in typing in programs.

The new edition of the Cub Scout Handbook has introduced a computer badge, which he is keen to work for. One of the things he has to do is write and save a short program.

A variety of choices is given but he would like to write one either to calculate the day of the week on which someone is born, or one to print out multiplication tables. Please help! There must be lots of Cubs (or their mums) who would appreciate this.

– Mrs N Castell, Doulting, Somerset

We know that Cubs – as well as Brownies, Scouts and Guides – are all keen to use computers. Lots of things we do are useful for them.

Why not try out some *Let's Compute!* fund raising ideas at Cub Fairs? And some of Peter's Projects are ideal for their investigations.

Next month we're doing a direction tester. It's ideal for Cubs who are learning about bearings.

But back to the Computer badge. The two programs you mention are very different in difficulty.

The tables one is fairly easy and a good one to try first. Just following the exploits of Rom and Ram for the first six issues of *Let's Compute!* gives enough information to write that one.

If you missed any, a few back copies are available. You can get details from Database Direct – 051-357 1275.

A day of the week program would only use the same instructions. But a lot more thought would have to be put into how they go together. It's certainly not a program for beginners.

The main thing is to keep practising. Type in the short programs from *Let's Compute!* See how they work and change them to see what happens.

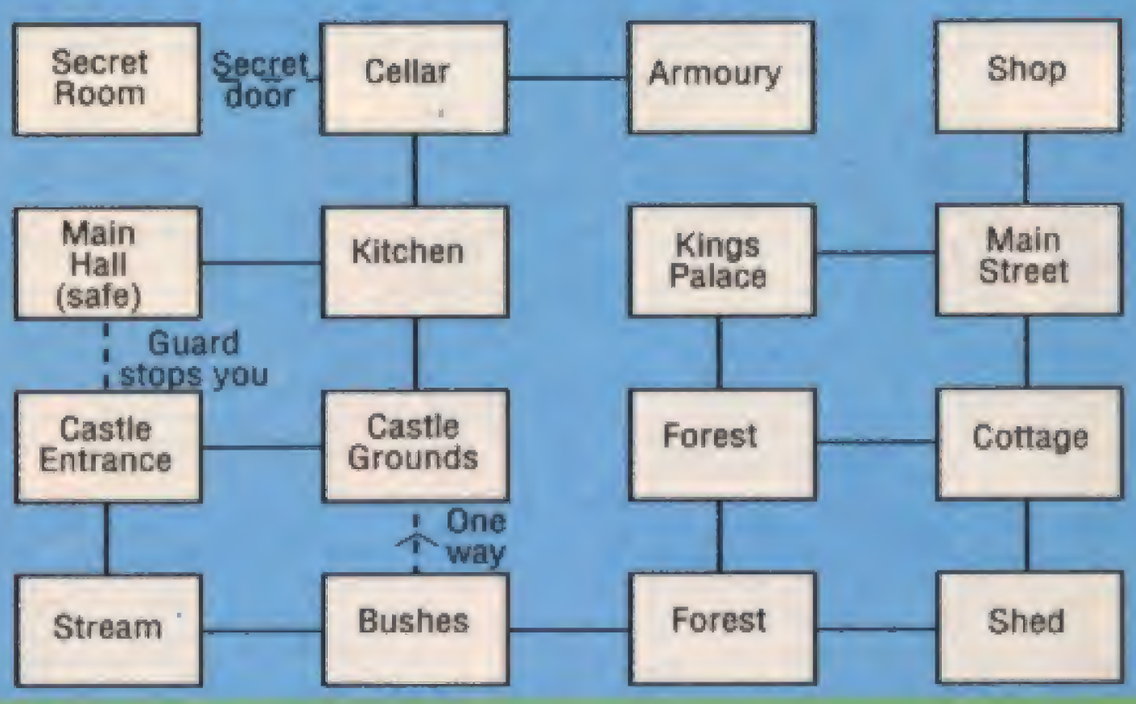
Noticeboard

Have YOU found that crown yet?

If you still haven't solved The Golden Crown from February's *Let's Compute!* here's what you've been waiting for. It's a full map of the Kingdom. So now you've no excuse for not finding the crown!

Hints and tips

The Golden Crown Adventure Map



What does it mean?

I am not going to start my letter by telling you how great your mag is. (By the way, your mag is great). But could you tell me what Line 80 does in the Car Race Game (Let's Make Money).

I've looked in my manual and couldn't find anything. I'm at the end of my tether. I hate not knowing what it means.

My computer is a C64. Could you please tell me what it does?

– Ian Cross (12), East Molesey, Surrey

Most computers have an easy way of printing at a certain place on the screen. For example, if you want to print a * five lines down and 12 columns across the screen of a BBC Micro the instruction is:

```
PRINT TAB(12,5);"*"
```

On an Amiga it's just:

```
LOCATE 5,12:PRINT"*"
```

But the C64 doesn't have a simple command like that. Not to worry, our clever programmer has invented a way.

To print * in that position on your C64 type this in:

```
POKE 211,5:POKE 214,12:SYS 58732:P
RINT"*"
```

You'll find instructions like this in most *Let's Compute!* programs.

Where's Pacman?

In the February issue of *Let's Compute!* you said that there would be a super Pacman game in the March issue. Could you please tell me what happened to it?

– Philip Humphreys (9), Stourbridge

Sorry, at the last minute someone in the ofice came up with a great idea to make it even better. But we couldn't make the change in time for the March issue.

So, you'll find the new, even better game in the May issue.

Want a problem page?

I think *Let's Compute!* is great. The programs are brill and Rom and Ram are a great laugh. The competitions are wicked.

But there is one thing that is missing. A problem page where people could write in for help.

– Daniel Dilley (13), Chester

Loads of people send letters asking us for help. We already answer as many as we can fit on the Noticeboard or in the Games Gang.

What do other readers think? Should we have a page specially to answer problems? Let us know what YOU think.

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PARENTS & TEACHERS

Computing should be fun! The aim of *Let's Compute!* is to make sure that youngsters get as much pleasure as they can from their computers – while they learn at the same time.

Programming is part of the National Curriculum, and the simple games and other programs in *Let's Compute!* are an ideal starting point for learning what computing is all about.

Once the programs are typed in they can easily be modified by the youngsters themselves. They should be encouraged to add colour and sound, change the graphics, add a high score table and adapt the game in many other ways so that it reflects their own ideas and their own personality.

Investigation is another important element of the National Curriculum. Most of our pages are designed with this in mind and point children in the right direction to discover things for themselves.

Below we explain what some of the articles are about and give ideas for further investigations that children should be encouraged to do for themselves.

Adventures .. Page 19
Nothing is more satisfying than writing your own big program and seeing others enjoy using it. The Create an Adventure series – which started in last month's *Let's Compute!* – shows children the easy way to write a complete adventure.

Apart from the fun and programming aspects of this article, it offers educational openings in several subjects. For example, by changing the map to a real place it can be used in Geography. Altering the words to a foreign language can make this program a great teaching aid for languages.

Logo Lowdown .. Page 35
Many teachers prefer the Logo language to Basic. And our Logo Lowdown turtles aim to make it fun.

Children should try the programs given and see what happens. Then they should try to change them to do something slightly different. The graphics of Logo show the effect of the change as soon as the program is run.

It's easy to learn enough Logo to draw some interesting shapes. And by combining our tories with a little trial and error children will soon be creating amazing displays for themselves.

NIM .. Page 7
Nim is a game of strategy. Once the child has the game running encourage him or her to try to discover the winning method.

As it stands the program is very short. There are lots of modifications a child could attempt. Here are a couple of ideas:

- Print at the top of the screen the total number of games won by the player and the computer.
- Add graphics to show the sticks in the pile.

Pete's Project .. Page 20
In this series of articles computing and practical skills come together. This month the project is to make a paper reaction tester. A short computer program is used to discover where to mark the paper.

Another program checks reaction times. Using the two types of tester there are lots of investigations a child can carry out. For example:

- If someone tries both types, are the results the same?
- Are children faster than adults?
- Draw a graph of the reaction times of a whole class.

Rom and Ram .. Page 11
Rom is trying to learn about computers and Ram is teaching him. In following their exploits children learn along with Rom.

This month Rom's nephew Rum pays the crazy pair a visit. They show him how to type in a computer program and run it. Children can join him as he learns.

In past issues of *Let's Compute!* Rom and Ram have been teaching BBC Basic. But from now on everything they do will work on all home computers.

Let's Make Money .. Page 23
Schools and other organisations have always tried to raise extra cash at events like the Annual Fair. In this special *Let's Compute!* series we offer some ideas showing how computers can be used to help.

This month we present a short program that prints a random number of stars on the screen. They disappear and someone has to guess how many stars there were. The idea may be simple, but it's fun and can produce some useful income.

There are many ways children can enhance the program themselves. They can make it a more exciting money-making attraction by adding colour, sound, more messages and so on.

Program Doctor.. Page 17
Each month Doc deals with some of the more common mistakes that people make – either in the program structure itself or in the ideas behind what a program does.

This month it's a teacher's first visit to the Doc, who starts looking at a few common faults found in educational software.

Children can type in the short listing first, try it, then add the additional lines and see what difference they make.

While Doc has improved the teacher's program there's still a lot more that can be done. He'll be continuing next month.

In the meantime children can try to further improve the program themselves. They can also be encouraged to take a look at some commercial educational software and offer constructive criticism as to what's wrong with it.

Safe Scientist .. Page 24
The Safe Scientist lets children use their computer to simulate experiments which in real life are too difficult, dangerous or expensive.

This month the aim is to investigate braking distances. The program given is a game that lets the player try to stop at exactly the same point each time.

Parents and teachers should ask questions like: *Does it take exactly twice as far to stop when you're doing 60 mph than it does if you're doing 30?*

As with other investigations, it's a good idea to encourage graphing the results.

SHOOT 'EM .. Page 33
Children love to see their own work – or even just their name – in print. And any *Let's Compute!* reader has that chance. This game was written by David Johnston, an 11 year old reader. If your child can write a program you think others would like to see make sure he or she sends it to us. For children only just starting to program there are still lots of opportunities for them to get their name into *Let's Compute!* Encourage them to write to the Noticeboard, Games Gang or High Score Challenge.

Can you beat your computer at the NIM game?

Nim is an ancient two-player game – and one of the first ever to be played against a computer. Type in the short program below and YOUR computer becomes an ace Nim player.

The rules are simple: First you need a pile of small sticks. It doesn't matter how many. Any number from 10 to 1,000 is OK.

The two players then take it in turn to pick up sticks. Up to half the pile can be taken each turn.

The loser is the one who picks up the last stick. So, to win, you must force your opponent to take it.

Now let's try the same thing on your computer, using our program. You start with between 100 and 1,000 sticks. You will find your computer is an expert: It will always win if it goes first.

To give you a sporting chance, it lets you have the first move 8 times out of 10. Can you work out the way to win every time you start?

Once you've sussed it out you should win every time you start it's your turn to start.

```
  10 CLS
  20 N=RND(901)+99
  30 PRINT "There are ";N;" in the pile
"
  40 IF N>900 THEN GOTO 90
  50 PRINT:PRINT "How many will you tak
e (upto half)";:INPUT M
  60 IF M>N/2 OR M<1 THEN PRINT "That is
more than half":GOTO 50
  70 LET N=N-M
  80 PRINT:PRINT "You have left ";N
  90 LET X=1
 100 LET X=X*2
 110 IF X<=N THEN GOTO 100
 120 LET X=X/2-1
 130 IF 2*X<N THEN LET X=N-1
 140 PRINT:PRINT "I take ";N-X;" leavin
g ";X
 150 LET N=X
 160 IF N>1 THEN GOTO 50
 170 IF N=1 THEN PRINT:PRINT "I win!!":
GOTO 190
 180 PRINT:PRINT "I lose"
 190 PRINT:INPUT "Play again (Y/N)?";A$
 191 IF A$="Y" OR A$="y" THEN GOTO 10
 192 STOP
```

IS THIS YOUR COMPUTER?

Electron/BBC/Archimedes

The program works as shown.

Amiga (Amiga Basic)/CPC/ PC (GW-Basic)/Amstrad/ AtariST(Stos)/Spectrum

Change these lines:

```
20 LET N=INT(RND*901)+100
```

Commodore 64/128

Use capital letters.
Change these lines:

```
10 PRINT CHR$(147)
20 LET N=INT(RND(0)*901)+100
```

This program works on all home micros

The *Let's Compute!* expert takes a break from Basic and looks at the top games

Lemmings

Psygnosis are famous for games with great graphics and sound. But they are sometimes not too good to play – Lemmings is a refreshing change.

The idea behind Lemmings is very simple. You have to guide a few hundred little lemmings out of their underground home. These caverns contain various traps – holes, high mounds of earth and all kinds of nasties. But never fear, your little lemmings are not completely helpless. They can build bridges, dig tunnels, block routes and blow up mounds of earth.

This game is fiendishly addictive – and very hard! If you get frustrated you can choose the NUKE option. If you have the heart to use this, you'll blow up all your lemmings.

The graphics and sound are very simple. But things can still be confusing with hundreds of lemmings invading your screen.

Lemmings costs £24.99 from Psygnosis. You can get it for the Atari ST, PC and Amiga. With loads of levels to play, this game will last for ages. It's a great game if you're bored with the usual beat-'em-ups and shoot-'em-ups.

Mig-29

Here's a great new flight simulator for the Amiga, Atari ST or PC. Mig-29 Fulcrum is based on the famous Russian aircraft.

As the game is a simulation the controls are the same as in the real thing. And it flies just like a real plane.

You are given a great view of Red Square in Moscow before you enter the briefing room and chose your missions. The object is to complete them all.

Before you do anything try the training mission. This lets you practice with just a few targets to shoot at.

For Amiga owners with 1Mb of memory there is an added bonus – a bigger screen which improves the game. And you have more colours which makes the game look better.

Atari ST and half-meg Amiga owners have a smaller display. If you

Hard

Fulcrum

have a 286 or faster PC you can chose an ultra-realistic option. The huge number of controls can be confusing at first. But if you read the manual it's quite straightforward. I didn't and crashed rather quickly!

You also get a book and poster. The book has lots of big colourful photos. This makes the pack a good buy for anyone interested in planes.

Mig-29 Fulcrum is available from Domark. It costs £34.95. There is also a version for the Archimedes due out later this year

This is a great flight simulator. It costs a bit more than some games, but the full colour book is well worth having.

Drivin' 2

The original Hard Drivin' was based on a popular arcade game. Hard Drivin' 2 has been written specially for home computers. So is this version better?

It's really just a re-write of the original. But it includes some additional features including a track editor. You can now create your own tracks to play with straights, loop-the-loops, broken bridges and so on.

Hard Drivinê 2 gives you four more courses to drive along. Though the speed is a bit slow, the game is in three dimensions and very realistic. As with the first game you can choose between a manual gearbox or an automatic car – the second is a lot easier to drive.

Another new feature allows you to link up with a friend's computer. This way you can play against a friend's PC, Amiga or ST. But the cable which will let you do this costs extra.

The only real problem is the 3D. Sometimes it slows the game down. At other times the computer gets it wrong and you can suddenly drive through solid objects!

Hard Drivin' 2 comes from Domark and is available on the PC, ST and Amiga for £19.95. Domark are considering cut-down versions for the Spectrum, C64 and Amstrad CPC.

All in all this new version is great fun and an improvement over the original.

Powerband

As the name suggests the setting for Powerband is a race track. It's for the Archimedes and offers you the chance to race on some of the greatest race-courses on Earth – Silverstone, Buenos Aries and many more.

There is the usual training mode. This dumps you in the driving seat of a seven-speed racing car and lets you drive over the course. It really helps you get the feel of the game. But, the really exciting thing is the race itself.

You have to drive against other drivers to become the top driver in the world. But get in plenty of practice on the FUN setting first.

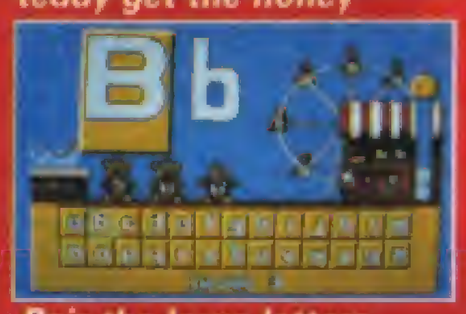
Steering with the mouse might seem a bit strange. The car oversteers, which takes a bit of getting used to.

One interesting feature of Powerband is that you can drive the wrong way up the track! This happens if the car bashes against the rails and spins round. You'll find your front will be heading out of the screen – very unnerving!

Powerband comes from Fourth Dimension and costs £19.95. It is for the Archimedes only. It's a bit limited and I think E-type is better.

fun school 3

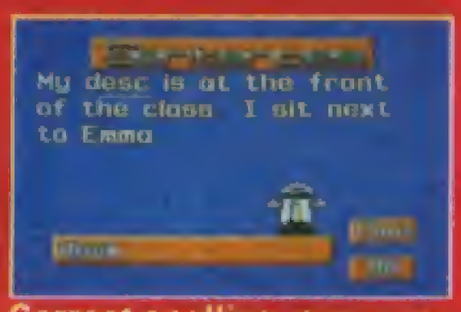
Count up to nine to help teddy get the honey



Pair the large letters at the alphabet fair

Tell the time and watch the clock come alive!

Guide the frog from log to log to solve the sums



Correct spelling, grammar and punctuation mistakes

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ROM & RAM — AND INTRODUCING RUM

HEY, RAM! CAN MY NEPHEW RUM HAVE A GO ON THE COMPUTER?

GAMES, I SUPPOSE?!

NO! HE WANTS TO LEARN BASIC

WHACK!

SLURP!

HAVE YOU READ LET'S COMPUTE!?

YUP! THAT'S WHY I WANT A GO!

O.K. PICK ANY ONE OF THESE MICROS.

COR!

FOOD!

RAM! I'M PREPARED!

LISTEN- AFTER TEACHING ROM I'M PREPARED FOR ANYTHING!

CHEEK!

A-HA!

YUM!

HOW DO I START?

WELL, IF YOU CAN FIND THE ON SWITCH...

WHINE

...WE'LL GET CRACKING!

MEANWHILE...

PELT

CLEAR OFF!

PIG!

SLAM!

CAN I TYPE IN A PROGRAM FROM LET'S COMPUTE!?

SURE!

I WANT TO PLAY "ZAP THE ALIENS"

GO ON THEN — TYPE IT IN.

IMPATIENT

I'VE SEEN IT IN HERE...

LET'S

"SPECCY" USERS

IN OUR EXAMPLES, WHEN YOU SEE A KEY WORD, LIKE RUN FOR TO LOAD SAVE LET USE THE KEY SHOWING THIS WORD.

FULL

USERS OF OTHER MICROS MUST TYPE IN THESE WORDS LETTER BY LETTER.

AND WITH THAT ADVICE, RUM TYPES IN SEVERAL LINES

TAP TAP

TAP

AH UP! I'VE GOT SOME KEYS!

ACE!

OY, THESE LINES ARE SEPARATE — BUT MINE HAVE JOINED TOGETHER!

MIFFED

MAG

THAT'S BECAUSE YOU HAVE TO **ENTER** EACH LINE INTO THE MICRO.

HMMF! NO DICE!

START AGAIN – ONLY THIS TIME PRESS THE **RETURN** KEY AFTER EACH LINE.

HEE!

TAP TAP

NOW WHAT?

WELL...

NO!?

SHOCK

YO!

YES, IT'S **RETURN** ON THIS MICRO, **ENTER** ON SOME OTHERS.

RUM TYPES IN THE LINES FROM THE MAIN LISTING –

DON'T FORGET TO PUT **SPACES** IN BETWEEN EVERYTHING.

NEOWWW

'ERE WE GO!

WHAT THE...

BAM

NUTTERS!

LET'S HAVE A LOOK AT YOUR PROGRAM **RUM**.

ANY MORE BRIGHT IDEAS?

NO!

INTACT

DENT!

HA!

CAN'T YOU *READ*?! IT'S CLEARLY SHOWN THAT ON YOUR MICRO IT'S DIFFERENT!

BELT

SORRY RAM.

RUM FINISHES TYPING IT ALL IN –

EH? NOWT'S HAPPENING!

HMM.

WELL, YOU MUST TELL THE MICRO TO **RUN** A PROGRAM.

I WONDER!

SWING

WHAT'S GOING ON!

PASS!

YOU'VE TYPED IN *INSTRUCTIONS* – NOW COMMAND THE MICRO TO FOLLOW THEM.

ER...

YOU DUCKS GO **HIDE**

WHY?

RUM TYPES IN **RUN** PRESSES **RETURN** BUT...

WAIL

IT WON'T WORK – SOB!

LET'S HAVE A LOOK. AHA! YOU'VE MISSED A **SPACE** OUT.

SNIFF

RUM PUTS IN THE **SPACES**...

HEY, RUM, GIZ A HAND!

WHY?

WOW! A TALKING CAT!

ROM'S LOCKED THE DUCKS IN A CHEST!

O.K. I'LL JUST **SWITCH OFF** THE COMPUTER.

NOW, WHERE'S THE OFF SWITCH?

THIS MIGHT WORK!

OO-ER!

HELP! LET ME OUT!

QUACK!

IN HERE-

BUT IT'S **PADLOCKED**

I'LL SOON FIX THAT!

RIP

SNAP

NOW, BACK TO MY PROGRAM.

LEAP!

BUT. WHEN RUM SWITCHES THE COMPUTER BACK ON

BLANK

AHH!

WHERE'S MY PROGRAM?

DID YOU TURN IT OFF BEFORE YOU SAVED YOUR PROGRAM?

?

I DIDN'T KNOW YOU HAD TO SAVE IT!

WHEN YOU SWITCH OFF THE COMPUTER...

...YOU LOSE YOUR PROGRAM.

?

SO TO KEEP IT FOREVER YOU SHOULD HAVE SAVED IT!

TITTER

HEE HEE! YOU LOST YOUR PROGRAM. NER NER NER NER!

YOU CAN LAUGH- LOOK OVER THERE..

ALL RIGHT NOW

HOW DID THEY GET IN RUM?!

GLUG

GULP!

MUNCH

ON & OFF

CUSTOMS HAVE NOW UNTIL 9:00 TUESDAY

NEXT MONTH ROM, RAM AND RUM FIND THEY HAVE LOADS TO SAVE!

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Simply answer the four questions and complete the entry form below. All entries should arrive at *Let's Compute!* no later than April 26. The senders of the first 35 correct ones to be pulled from the sack will each receive a prize.

The prizes

There are 25 copies of the Dick Tracy computer game.

PLUS

10 runners-up prizes of mugs and T-shirts

THE QUESTIONS

1 What type of hat is Dick Tracy famous for?

a Beret
b Top hat
c Homburg

2 Which famous singer and actress appears in the film, Dick Tracy?

a Madonna
b Barbara Streisland
c Maradona

3 Which of the following was an infamous Chicago gangster?

a Lou Reid
b Al Capone
c Chubby Checker

4 Which of the following is NOT a criminal?

a Pruneface
b Tess Trueheart
c Big Boy Caprice

ENTRY FORM

Name .....

Address .....

.....

.....

Postcode ..... Age .....

Please tick:

- ☐ BM PC compatible 3.5in disc
- ☐ IBM PC compatible 5.25in disc
- ☐ ST Amiga
- ☐ C64 disc
- ☐ C64 tape
- ☐ Spectrum tape

ANSWERS

1..... 3.....

2..... 4.....

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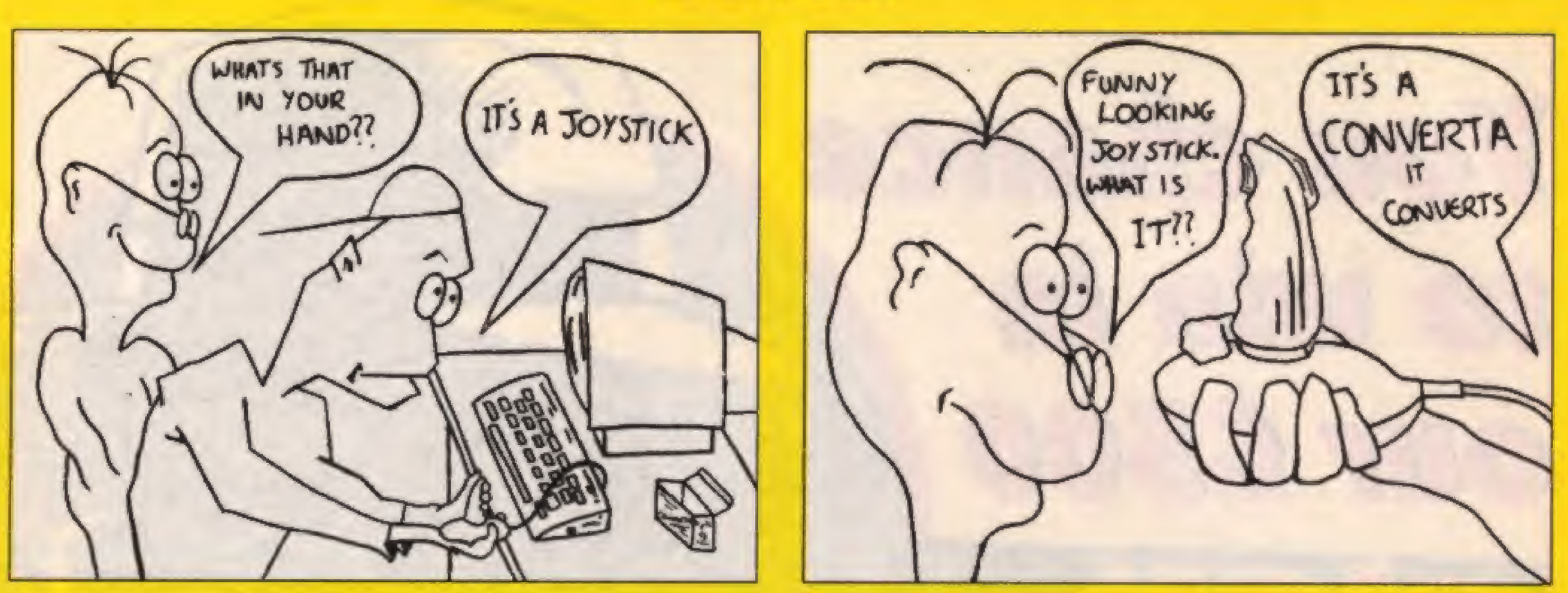

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PROGRAM·DOCTOR

SURGERY

HEY DOC, LOOK AT THIS PROGRAM I'VE WRITTEN- IT CHECKS THE KIDS' TABLES.

```
10 PRINT"WHICH TABLE";
20 INPUT T
30 FOR Q=0 TO 12
40 PRINT"WHAT IS ";Q;"X";T;
50 INPUT A
60 NEXT Q
```

IMMODEST

ISN'T IT GREAT?

SUPPOSE SO, BUT IT COULD BE BETTER.

WHAT DO YOU MEAN, THE KIDS THINK IT'S GREAT TOO ?!

IMPERIOUS DEMEANOUR

OF COURSE THEY DO - IT NEVER TELLS THEM THEY'RE WRONG

PILLS

IT'S HARD TO MAKE THE PROGRAM DO THAT.

NO IT ISN'T. JUST TAKE THESE NEW LINES

BEING MEAN

THAT'S GREAT- BUT HOW CAN I STOP THE KIDS GOING ON TO THE NEXT QUESTION UNLESS THEY'RE RIGHT.

THIS LINE DOES WHAT YOU'RE ASKING FOR...

SCRIBBLE

```
52 IF A=Q*T THEN PRINT "RIGHT"
54 IF A<>Q*T THEN PRINT "WRONG"
```

illegible prescription

```
58 IF A<>Q*T THEN GOTO 50
```

BUT YOU SHOULDN'T DO THAT!

WHY?

BECAUSE A CHILD WHO DOESN'T KNOW AN ANSWER WOULD BE STUCK ON ONE QUESTION

SOUNDS HARD TO PUT IN THE PROGRAM

MAYBE, MAYBE NOT. WHY DON'T YOU GIVE IT A TRY?

I SPEAK YOUR WEIGHT

SO WHAT SHOULD I DO?

ALLOW 3 TRIES ON EACH QUESTION THEN GO ON TO THE NEXT WHETHER IT'S BEEN ANSWERED RIGHT OR NOT.

STUCK CHILD

HOW'S IT DONE? SEE NEXT MONTH!

Mapp

Adv

PART 2

Now your great adventure really starts to take shape as you design the maze

IS THIS YOUR COMPUTER?

This program works on a BBC, Archimedes, Electron, CPC, ST(Stos), Amiga and PC(GW-Basic). It will not work on a C64/128 or Spectrum.

```
   35 IF W(1)>=1 AND W(1)<=10 GOSUB 2710
:GOTO20:REM FOR MORE THAN 10 ROOMS CHANG
E THE 10 IN THIS LINE
  990  GOTO 20
 1060 ROOM=1:Y$="start the adventure":ME
SS1$="":MESS2$="":MESS3$=""
 2010 RESTORE 5520:REM GO TO THE START O
F THE ROOM LIST
 2020 FOR C=1 TO ROOM:READ DIR$,DESC$,CO
DES$:NEXT C:REM GET INFO FOR THAT ROOM
 2025 CLS:PRINT"You are ";DESC$;".":REM
PRINT WHERE YOU ARE
 2030 D$="":IF INSTR(DIR$,"N")>0 D$=D$+"
North "
 2031 IF INSTR(DIR$,"E")>0 D$=D$+"East "
 2032 IF INSTR(DIR$,"S")>0 D$=D$+"South
"
 2033 IF INSTR(DIR$,"W")>0 D$=D$+"West "
 2034 IF INSTR(DIR$,"U")>0 D$=D$+"Up "
 2035 IF INSTR(DIR$,"D")>0 D$=D$+"Down":
REM D$ CONTAINS THE DIRECTION YOU CAN GO
 2190 IF D$>"" THEN PRINT:PRINT"You can
go ";D$
 2191 PRINT"****************************
************":REM 39 STARS
 2192 PRINT:PRINT "You wanted to ";Y$:PR
INT:REM REMIND THE PLAYER WANT THEY WANT
ED TO DO
 2193 PRINT MESS1$
 2194 PRINT MESS2$
 2195 PRINT MESS3$:PRINT:MESS1$="":MESS2
$="":MESS3$="":REM PRINT ANY MESSAGES AN
D CLEAR THEM
 2700 REM   TRY TO MOVE TO A NEW ROOM
 2710 P=1:REM POINTER IN ROOM CODE
 2720 IF VAL(MID$(CODES$,P,2))=W(1) THEN
 ROOM=VAL(MID$(CODES$,P+2,2)):RETURN
 2730 IF VAL(MID$(CODES$,P,2))=99 THEN M
ESS1$="You can't go that way!":RETURN
 2740 P=P+4:GOTO2720
 5510 REM ROOMS START HERE
 5520 DATA S,in the control room,030399
 5530 DATA E,in the weapons room,020399
 5540 DATA NSEW,in a corridor,0101020403
05040299
 5550 DATA W,in a store room,040399
 5560 DATA NS,in a corridor,0103030799
 5570 DATA ES,in the recreation room,020
7031099
 5580 DATA NSEW,in a corridor,0105020803
11040699
 5590 DATA ESW,in the air lock,020903120
40799
 5600 DATA W,in the shuttle,040899
 5610 DATA NES,in the sleeping quarters,
01060211031399
 5620 DATA NSEW,in a corridor,0107021203
14041099
 5630 DATA NSW,standing by a crate in th
e hold,01080315041199
 5640 DATA NEW,crawing through an air du
ct,01100214042099
 5650 DATA NSEW,in a corridor,0111021503
16041399
 5660 DATA NW,in the hold,0112041499
 5670 DATA N,in the engine room,011499
 5680 DATA NEWS,crawing through an air d
uct,01180218031904199
 5690 DATA NEWS,crawing through an air d
uct,01170213032041799
 5700 DATA NEWS,crawing through an air d
uct,01170220032041799
 5710 DATA NEWS,crawing through an air d
uct,01180213031904199
 5900 DATA X,X,X
```

Last month we showed you how to start writing your own Adventure Manager. The program we gave you recognises words the player types in. It lets you put in any words you want your computer to understand.

The first six words we used were direction words. Now that your computer can recognise these it needs places to move to.

First you need to draw a map. Ours is for a spaceship. But you can draw your own for anywhere you want – your house, your school or your town for example.

Try ours first, then have a go with your own.

We'll call each place on the map a room. Even if it's really a cabin, a hold or a corridor. That way we can talk about, for instance, *Room 8*. You can even talk about your garden as being a room on your own map.

Once you've drawn your map you're ready to begin working on your computer.

Start by loading last month's program. You're going to add more lines to it.

Type 100 and press Return. This removes Line 100 – remember it was just there to let you know your program was working.

Now look at the map. This is what your computer needs to know. The instructions for each of the 20 rooms are in Lines 5510 to 5900. Add these to your program.

The panel on the right explains how these DATA lines are made up. Just follow the instructions there to make your own DATA lines.

Now add Line 1060. This tells the computer which room to start in. It also gives it the message that needs to be printed at the start.

Lines 2010 and 2020 find the computer's description of the room from the DATA. Then Lines 2025 to 2195 display what's been read. There's also a bit that can send messages to the player. You will need these later.

Type these lines in and run the program. You'll be in the control room with this message showing: *You can go South*

Now type in Lines 2700 to 2740. They check the first word typed in by the player to find which new room to move to.

If your computer doesn't know the word you won't be able to go that way.

Now we must make the computer use this routine. Line 35 checks to see if the first word found is a direction word. If it is

ing the road to

venture!

it goes to the movement sub-routine.

Finally, replace the old line 990 with:

```
990 GOTO 20
```

This makes the whole program go in a complete loop so you can keep playing.

Now SAVE your complete program and try RUNning it.

You will be able to move around the spaceship in the map. We haven't used any UP or DOWN to keep things simple. But they are in the program ready for you to use if you write your own version.

The connections between rooms can be as difficult as you like. We've made the air ducts form a sort of maze by including complicated directions. You can make a few rooms seem like a lot by doing this sort of trick.

You can have one way paths like the one we've put between rooms 18 and 13.

You can have magic tunnels that join one end of your map to the other. You could make our spaceship into a circular space station by adding connections between rooms 1 and 16.

Now try using your own set of rooms. Start with something simple like your house or your school.

Then move on to making up your own adventure landscape.

Next month we'll look at how you can add things like space suits to your adventure.

What's in the DATA lines?

Each room needs three bits of data. As and example, look at Line 5590. This describes room number 8 – the Air duct. The program knows it is room 8 because it is the eighth room DATA line.

The first bit of data, ESW, shows the directions you can move in. The second bit, in the air lock, is the description of the room. Your computer will add *You are* to each description.

The next group of numbers tell the program which words send you where. Word 02 will move us to room 09, 03 to to room 12 and 04 to room 07.

Each number must be two figures. So, for example, the number 2 must be written as 02 in the DATA.

The 99 at the end tells the program that's the end of the list.

TRY THIS!

You could make a maze seem to go on for ever by connecting a room to itself. Try changing the codes for room 19 to:

01190219031904051906191999

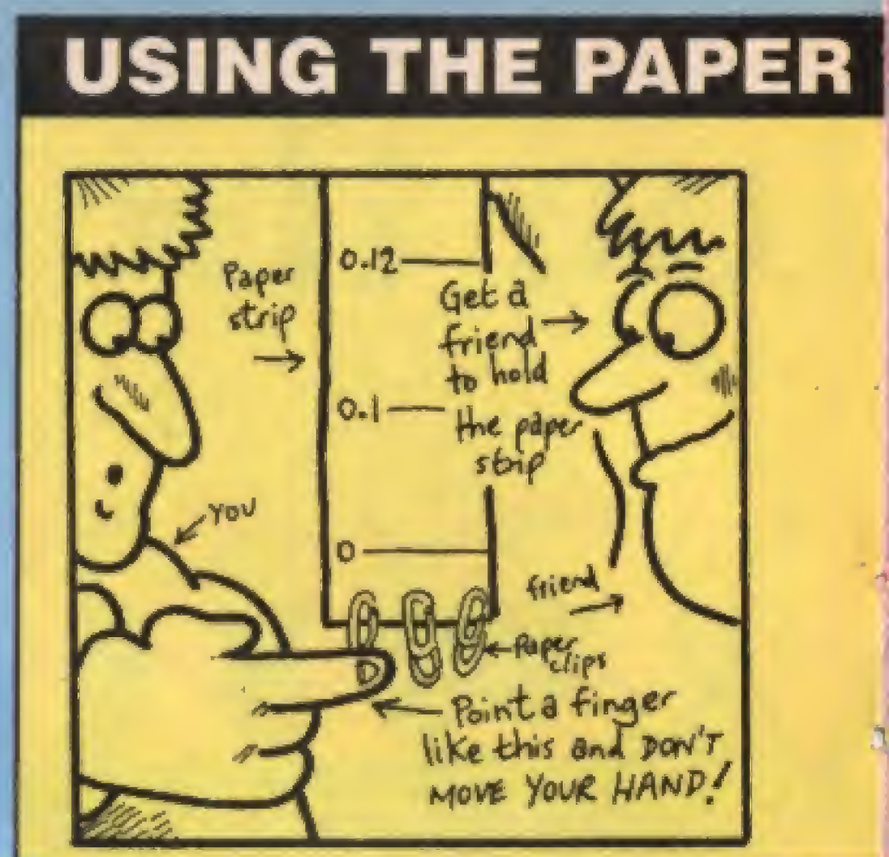
Also alter the directions to NSEWUD and see what happens when you enter that room.

ANSWER TO LAST MONTH'S CHALLENGE

There are many ways to make your computer understand capital or lower case letters. Here's a way that will work on all computers:

```
2201 LET YY$="":FOR ZZ=1 TO LEN(Y$)
2202 LET LL$=MID$(Y$,ZZ,1):LET
LL=ASC(LL$)
2203 IF LL>91 THEN LET LL$=CHR$(LL-32)
2204 LET YY$=YY$+LL$
2205 NEXT ZZ
2206 LET Y$=YY$
```

No.3



QUICK on the draw!

You get two for the price of one with this month's project. There's a paper reaction tester that you can take anywhere – and a special computerised version. Our step-by-step instructions tell you how to make and use them both. Try them out and see how fast YOUR reflexes are.

There are lots of experiments you can do with your two testers.

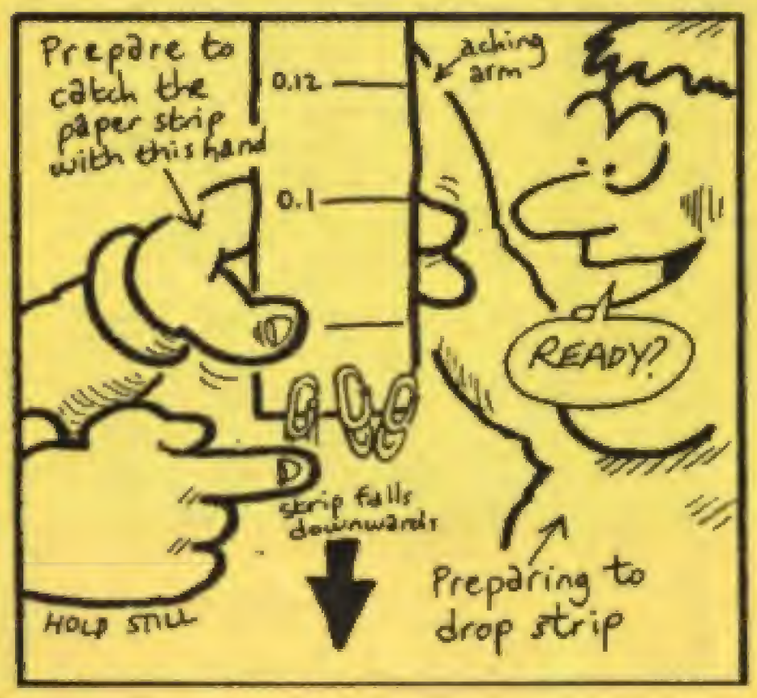
First, try comparing the results of the paper and computer versions. See if they're similar.

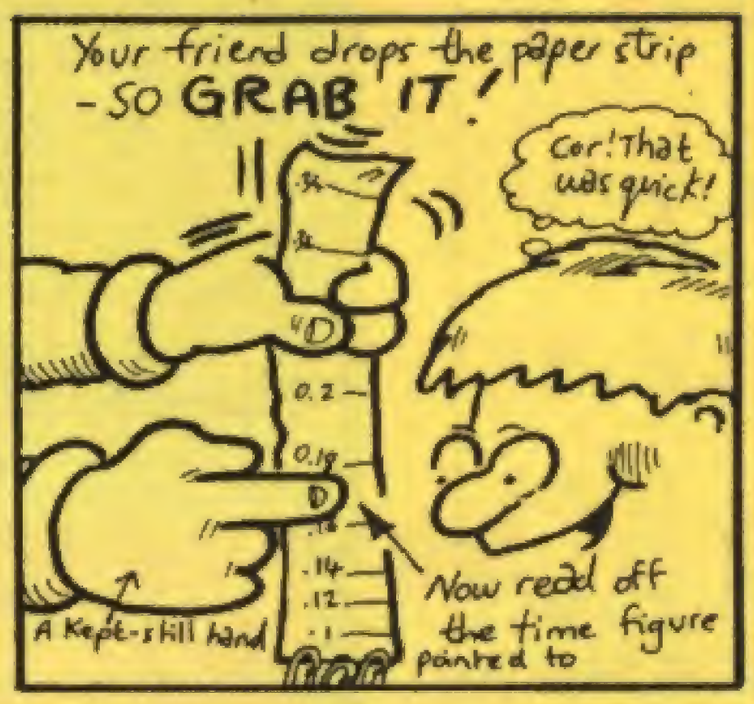
You could check which of your friends has the fastest reaction. Is the quickest also the best at zapping aliens?

Draw a graph showing the reaction times of all your friends. Draw another of the speeds achieved by the same number of adults. Who are fastest? Children or adults? We'd love to see your graphs and other results. Send them to *Let's Compute!* and we'll pin some to the Noticeboard.

Are you the fastest kid on the block? Find out with the Let's Compute! reaction tester

REACTION TIMER





MAKING THE PAPER REACTION TIMER

Cut the two strips from the right hand edge of this page. Tape them together so the numbers are along one edge. The zero should be at one end and the 0.34 at the other.

Put three paper clips at the end where the zero is. Your reaction timer is now ready to use.

How did we work out how to mark the tester? Simple! We used our computer and this program:

```
10 PRINT"  TIME      DISTANCE"
20 FOR T=0.1 TO 0.35 STEP 0.02
30 D=INT(4900*T*T+.5)/10
40 PRINT "";T;" secs   ";D;" cm"
50 NEXT
```

It works on all computers. Try it.

When you RUN it you get figures like those shown on the right.

The right hand column tells you how far to measure from zero. The left hand one tells you the times you should write on your tester. If you want to make a longer tester just increase the number 0.35 in Line 20.

But don't make it too big! If you try increasing the time to 0.8 secs you'll find you need a piece of paper about 3 metres long!

TIME	DISTANCE
0.1 secs	4.9 cm
0.12 secs	7.1 cm
0.14 secs	9.6 cm
0.16 secs	12.5 cm
0.18 secs	15.9 cm
0.2 secs	19.6 cm
0.22 secs	23.7 cm
0.24 secs	28.2 cm
0.26 secs	33.1 cm
0.28 secs	38.4 cm
0.3 secs	44.1 cm
0.32 secs	50.2 cm
0.34 secs	56.6 cm

USING YOUR COMPUTER

Type in and RUN the program below. You'll first be told to *Press the spacebar then press it again after 10 seconds.* Press it once. Use a watch to time 10 seconds then press it again.

Then watch your screen carefully!

Each time XXX appears press the spacebar – as quickly as you can. You'll be told how quick you were. Make a note of your best time and keep trying to do better.

```
  10 PRINT"PETE'S PROJECT REACTION TEST
ER"
   20 PRINT:PRINT"PRESS THE SPACEBAR."
   30 PRINT:PRINT"THEN PRESS IT AGAIN AF
TER 10 SECONDS.":PRINT:LET T=0
   40 GOSUB 120:LET T=0
   50 GOSUB 120:LET S=T/10
   60 PRINT:PRINT"PRESS SPACE EACH TIME
YOU SEE XXX":PRINT
   70 IF T>99 THEN LET T=T-100:GOTO 70
   80 LET R=INT(T/10):LET Z=T-R*10
   90 LET R=R*Z*S:FOR Z=1 TO R:NEXT
  100 PRINT"XXX":PRINT:LET T=0:GOSUB 120
  110 PRINT "REACTION TIME WAS ";INT(T/S
*100+.5)/100;" SECS":PRINT:GOTO 70
  120 LET A$=INKEY$(0)
  130 IF A$<>" " THEN LET T=T+1:GOTO 120
  140 RETURN
```

IS YOUR COMPUTER HERE?

Electron/BBC/Archimedes

The program works as shown.

Amiga (Amiga Basic), PC (GW-Basic), Amstrad CPC, Spectrum/Atari ST (Stos)

Change or add these lines:

```
120 IF INKEY$<>"" THEN GOTO 120
125 LET A$=INKEY$
```

Atari ST: Also change S to S# in Lines 50,90 and 110 .

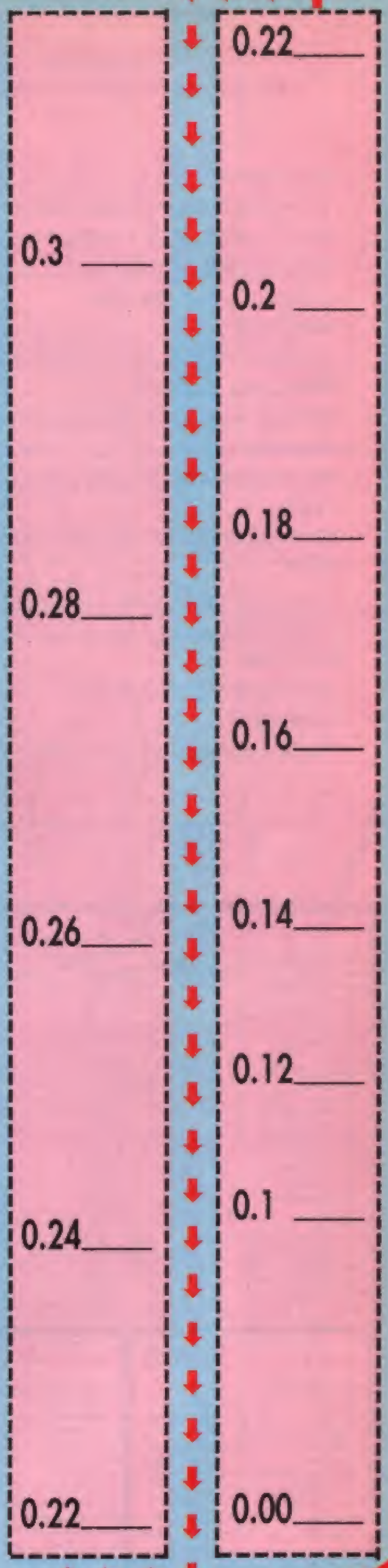
Commodore 64/128

Change this line:

```
120 GET A$
```

ANOTHER USE FOR THIS PROGRAM

Can you estimate, say, one minute without looking at your watch? When XXX appears on your screen don't press the spacebar as quickly as you can. Wait until you think a minute has passed and then press it.



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LET'S MAKE MONEY

Part 5

STAR GAZING

Here's an electronic game to help boost your funds

Lots of successful fund raising events are based on guessing. People are willing to part with money to have a go – whether it's estimating the number of sweets in a jar or guessing the weight of a cake.

This program lets you use your computer to play a guessing game. The idea is simple.

When you RUN the program lots of stars will appear on your computer screen. A few seconds later they disappear.

People pay you to guess how many there were. Type their estimate into your computer and you'll be told how near they were.

Press the spacebar and another load of stars will be displayed. Someone else can then have a go.

There will be a different number of stars each time. That means the game doesn't end even if someone guesses the right number.

Exactly how you use the program is up to you. You could, for example, charge 10p a go and refund the money if the guess is 10 or less away from the right answer. Anyone guessing the exact number could win £1.

This short program is intended as a frame for you to build on. You can use it just as it is. But you'll find more people will want to look at your game if you add some extra bits.

There are a few ideas below for changes you could try. Use some of these and add a few of your own. Then take your computer and this program to make money at your next fund-raising event.

CHANGE THE PROGRAM TO SUIT YOUR NEEDS

Here are some ideas for ways you can alter the program:

- You can have more, or less, stars by changing the number 600 in Line 30.
- Change the number 10 in Line 40. If you make it smaller more stars will be shown.
- Use something different to a * in Line 50. If you know how to define characters you could, for instance, make a clown's face.
- Alter the number 5000 in Line 80. The smaller it is, the quicker the stars will be cleared from the screen.
- Put more messages in the program. These should be different depending how near the guess was. For example, try adding this line:

```
135 IF N>50 AND N<80 THEN PRINT"MILES AWAY: TRY HARDER!!"
```

```
10 LET C=0
20 CLS
30 FOR I=1 TO 600
40 LET R=RND(10)
50 IF R=1 THEN PRINT"*";:LET C=C+1
60 IF R<>1 THEN PRINT" ";
70 NEXT I
80 FOR I=I TO 5000:NEXT I
90 CLS
100 PRINT:INPUT"HOW MANY STARS WERE THERE";N
110 LET N=ABS(C-N)
120 IF N=0 THEN PRINT"EXACTLY RIGHT!"
130 IF N<>0 THEN PRINT"THERE WERE ";C;".":PRINT"YOU WERE ";N;" OUT"
140 PRINT"PRESS SPACE FOR ANOTHER GO"
150 REPEAT UNTIL GET=32
160 GOTO 10
```

- Put colour in the program
- Add sound. Maybe a higher note for each star drawn.

IS THIS YOUR COMPUTER?

Electron/BBC/Archimedes

The program works as shown.

Amiga (Amiga Basic), PC (GW-Basic), Amstrad CPC, ST (Stos),Spectrum

Change these lines:

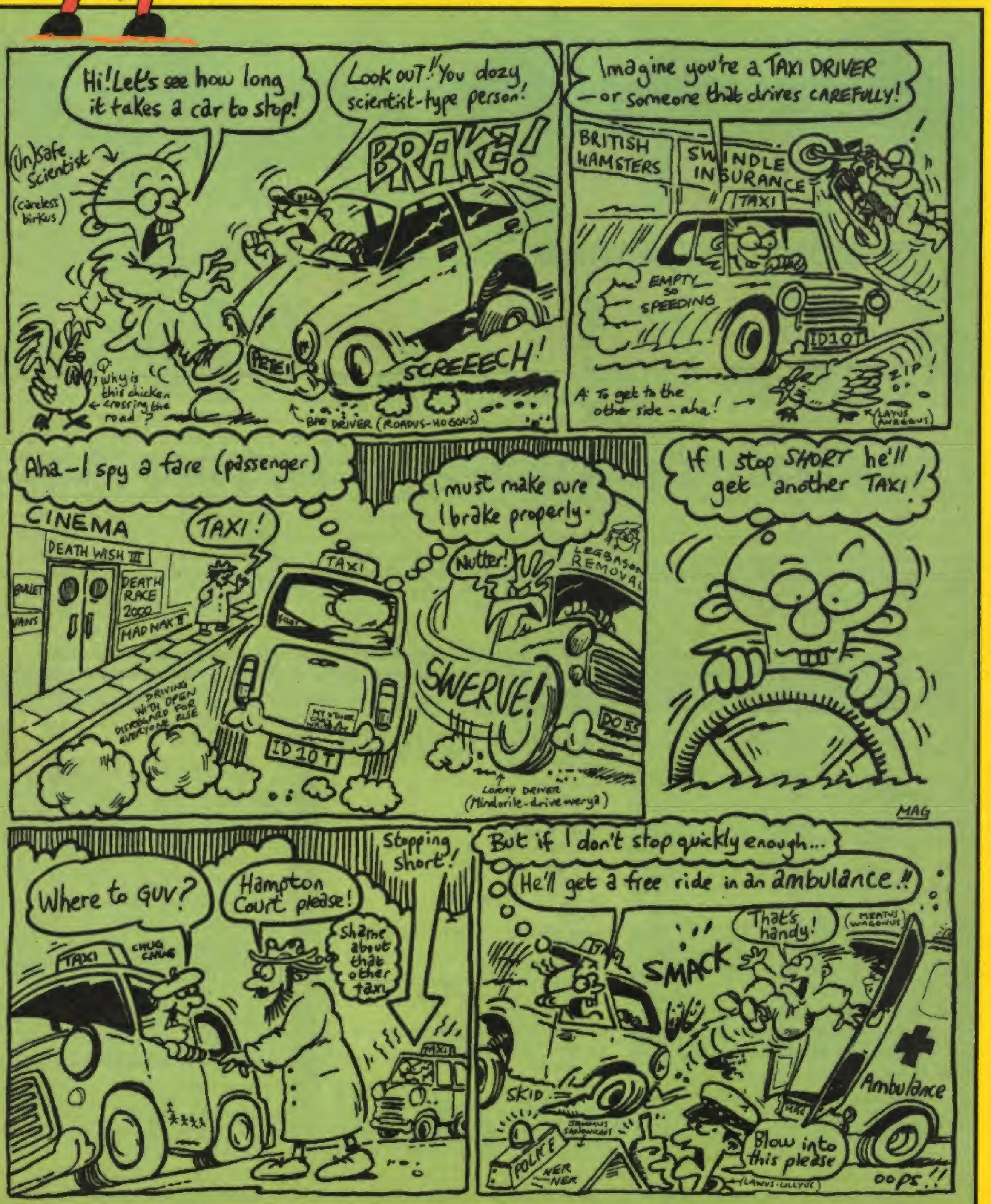
```
 40 LET R=INT(RND*10)+1
150 IF INKEY$<>" " THEN GOTO 150
```

Commodore 64/128

Change these lines:

```
 20 PRINT CHR$(147)
 40 LET R=INT(RND(0)*10)+1
 90 PRINT CHR$(147)
150 GET Z$:IF Z$<>" " THEN GOTO 150
```

The Safe


Hi! Let's see how long it takes a car to stop!
Look out!! You dozy, scientist-type person!
Imagine you're a TAXI DRIVER —or someone that drives CAREFULLY!
(Un)Safe Scientist
(careless birkus)
BRAKE!
SCREEECH!
PEEE!
BAD DRIVER (ROADUS-HOGGUS)
Why is this chicken crossing the road?
BRITISH HAMSTERS
SWINDLE INSURANCE
TAXI
EMPTY so SPEEDING
ID10T
A: To get to the other side - aha!
ZIP!
(LAVUS AVERAGUS)
Aha - I spy a fare (passenger)
CINEMA
TAXI!
DEATH WISH III
DEATH RACE 2000
MAD MAX II
BULLET
VANS
TAXI
DRIVING WITH OPEN DISREGARD FOR EVERYONE ELSE
ID10T
I must make sure I brake properly.
Nutter!
SWERVE!
DO 55
LOONY DRIVER (Mindorile-drivenerys)
If I stop SHORT he'll get another TAXI!
MAG
Where to GUV?
TAXI
CHUG CHUG
Hampton Court please!
Shame about that other taxi
Stopping Short!
But if I don't stop quickly enough...
He'll get a free ride in an ambulance!!
That's handy!
(MENTUS WAGONUS)
SMACK
SKID
POLICE
NER NER
Ambulance
Blow into this please
(LAWUS GILLYUS)
OOPS!!

Scientist

STOP THAT CAR!

The Safe Scientist 's latest program finds the right time to slam on the brakes

How long does it take to stop a car? It depends how fast it's going!

Let's look at braking distances.

Imagine you are a taxi driver. Ahead of you is a passenger who wants a lift. You must bring the car to a smooth stop right by your customer.

If you stop short the customer may go in another taxi. After all, who wants to ride in a poorly driven car?

It's even worse if you don't stop quickly enough. Your passenger could find himself getting a free ride in an ambulance! Type the program in and RUN it. Then see if you could stop in time.

The program is very simple to use. Just press the B key when you want to apply the brakes.

There is no need to hold the key down. Once it's been pressed the car will come to rest – eventually.

The stopping distances are based on the highway code figures. They've been converted into a mathematical formula for your computer to use.

There are several investigations you could try. You can, for instance, work out the stopping distances you need and plot them on a graph against the speed. Also, find out if you need twice as much distance to stop if you travel twice as fast?

```
  10  REM CAR SPEEDS
  20  REM THE SAFE SCIENTIST
  70  CLS
  90  LET S=(1+RND(6))*10
 100  LET D=S+(S*S)/20
 120  LET X=29:LET Y=10:LET A$="B":GOSU
B 300
 130  LET X=0:LET A$="m":GOSUB 300
 140  LET Y=11:LET A$="_":FOR X=0 TO 31
:GOSUB 300:NEXT X
 150  FOR X=0 TO 28 STEP 4
 152  LET Y=12:LET A$="!":GOSUB 300:LET
 A$=STR$(350-X*12.5):LET Y=13:GOSUB 300
 155  NEXT X
 160  LET T=100:GOSUB 400
 170  LET X=10:LET Y=18:LET A$="PRESS S
PACE":GOSUB 300
 175  GOSUB 350:IF K$<>" " THEN GOTO 17
5
 176  LET A$="              ":GOSUB 300
 180  LET X=0:LET Y=6:LET A$="SPEED ="+
STR$(S)+"   Press B for Brakes.":GOSUB 3
00
 190  LET X=0:LET Y=10:LET XS=S:LET P=0
 200  LET T=100:GOSUB 400
 210  LET A$=" m":GOSUB 300
 220  LET X=X+1:IF P>0 THEN LET XS=XS-2
.5
 230  LET T=350/XS:GOSUB 400
 240  GOSUB 350:IF (K$="B" OR K$="b") A
ND P=0 THEN LET P=INT(X+D/12.5)
 250  IF X<31 AND X<>P THEN GOTO 200
 255  LET N=X:LET X=0:LET Y=16
 260  IF N<28 THEN LET A$="You stopped
short.":GOSUB 300
 265  IF N=28 THEN LET A$="SPOT ON!! Go
od braking.": GOSUB 300
 267  IF N>28 THEN LET A$="OH DEAR!! Yo
u went too far.":GOSUB 300
 270  LET X=10:LET Y=18:LET A$="PRESS S
PACE":GOSUB 300
 280  GOSUB 350:IF K$=" " THEN GOTO 70
 290  GOTO 280
 300  REM
 310  PRINT TAB(X,Y);A$:RETURN
 350  REM FETCH KEY NO WAIT
 360  LET K$=INKEY$(0):RETURN
 400  REM WAIT
 410  LET T=TIME+T
 420  IF T>TIME THEN GOTO 420
 430  RETURN
```

IS THIS YOUR COMPUTER?

Amiga/PC (GW-Basic)

Change the following lines:

```
 90 LET S=(2+INT(RND*6))*10
310 LOCATE Y+1,X+1:PRINT A$:RETURN
360 LET K$=INKEY$:RETURN
410 LET T=TIMER+T/250
420 IF T>TIMER THEN GOTO 420
```

Atari ST (Stos)

Change the following lines:

```
 70 MODE0:KEY OFF:HIDE
 90 LET S=(2+INT(RND*6))*10
310 LOCATE X+1,Y+1:PRINT A$:RETURN
360 LET K$=INKEY$:RETURN
410 LET T=TIMER+T/250
420 IF T>TIMER THEN GOTO 420
```

Spectrum

Change the following lines:

```
 90 LET S=(2+INT(RND*6))*10
310 PRINT AT Y,X;A$:RETURN
360 LET K$=INKEY$:RETURN
410 LET T=PEEK(23672)+T/2:IF T>255 THEN LET
T=T-256
420 IF T<>PEEK(23672)+T/2 THEN GOTO 420
```

Commodore C64/128

Use Capital letters.

Change the following lines:

```
 70 PRINT CHR$(147);
 90 LET S=(2+INT(RND(0)*6))*10
310 POKE 211,X:POKE 214,Y:SYS58732:PRINT A$
360 GET K$:RETURN
410 LET T=TI+T*1.4
420 IF T>TI THEN GOTO 420
```

Amstrad CPC

Change the following lines:

```
 90 LET S=(2+INT(RND*6))*10
310 LOCATE X+1,Y+1:PRINT A$
360 LET K$=INKEY$:RETURN
410 LET T=TIME+T*3
```

That's it fo this month. Next month we'll learn all about attraction and repulsion – between magnets.

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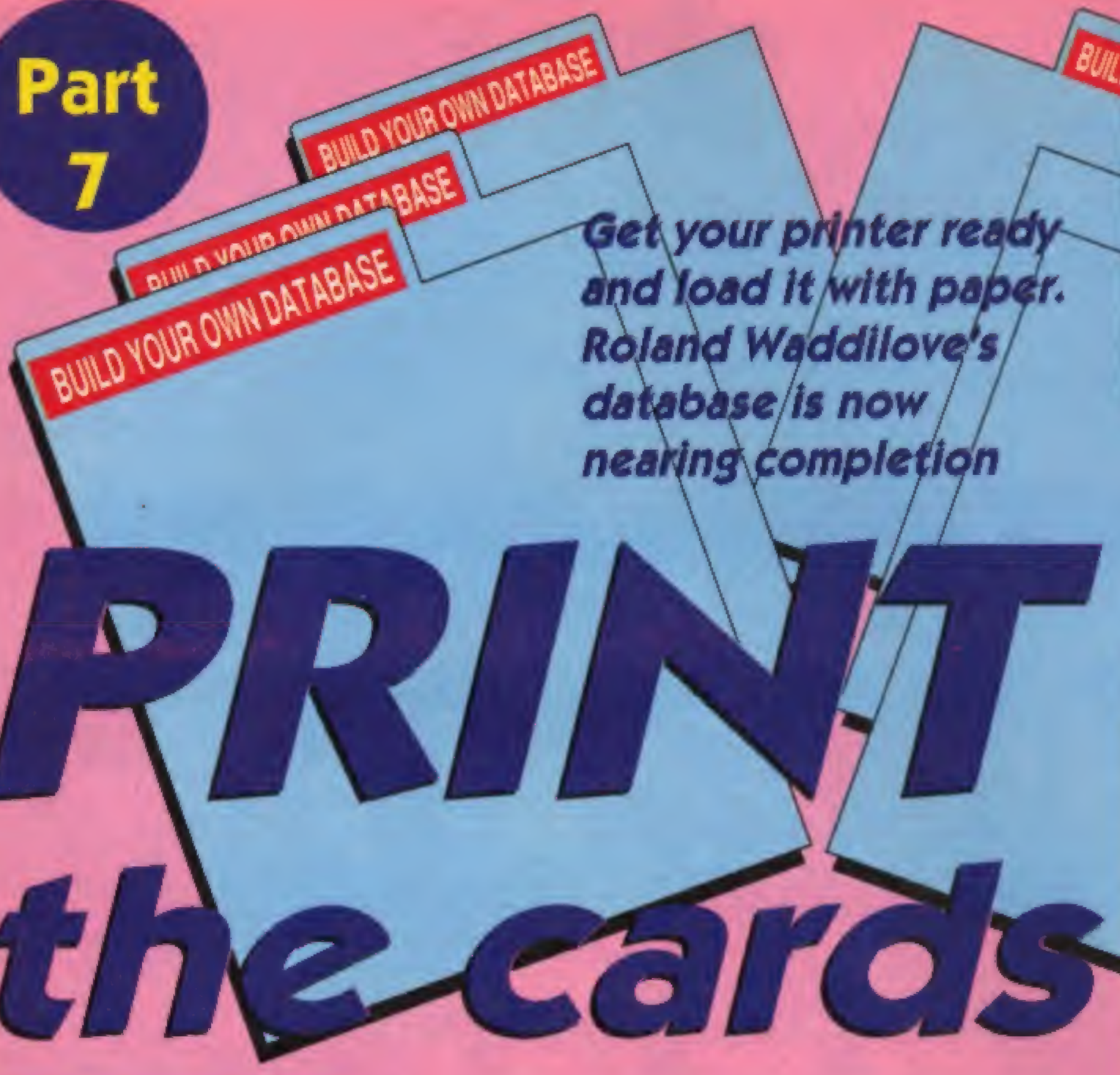
☐ Spectrum (tape) 3060 ☐ Spectrum (disc) 3061 ☐ C64/128 (disc) 3062 ☐ C64/128 (tape) 3063 ☐ ST (disc) 3054 ☐ PC (5.25") 3058 ☐ PC (3.5") 3059

LC4

Part 7



Get your printer ready and load it with paper. Roland Waddilove's database is now nearing completion

PRINT the cards

```
CARD INDEX DATABASE
1. Load a box of cards
2. Save a box of cards
3. Read/search for a card
4. Write on a new card
5. Throw away old cards
6. Change something on a card
7. Print the cards
8. Sort the cards into order
9. Stop the program
Cards free=45/Cards used=6
What do you want to do?
Please type in a number (1- 9)
```

PRINTING A SINGLE CARD

The lines we've added this month print out ALL the cards. But what you only want to print out one of them?

There's an easy change you can make.

Delete Line 7150, change Line 7080 and add a new Line 7085:

```
7080 INPUT "Enter card num
ber: ";x
```

Then add this line:

```
7085 x=x*5-4
```

The *Let's Compute!* Database that we've been building up over the last few months is nearly finished. We can type in information on the cards, read them on the screen and save them to disk or tape.

But there are still a couple more things it needs to be able to do to before it's complete. You may want to print out the cards or change something if you make a mistake.

This month we'll see how to print the cards.

There are lots of reasons why you may want to do this. You may want to give someone a copy of all your cards. You may want to carry the facts that are on the cards with you when you are away from your computer.

For instance, if you are a train spotter you may want to check whether a train you see is already on your cards. Unless you have a portable computer, the only way of doing this is to look at a list on paper.

If you've got a printer connected to your computer, the lines printed here will let you print your cards. Here's what to do:

LOAD the program you've built up so far and type in the new lines. Then SAVE the latest version of the program. Now you're ready to RUN it.

To see it work either load some cards you've saved before or type a few in. Then choose 7 from the menu and see your cards print.

How the program works

Let's see how we get the printer to do its job. The first few lines just print messages to make sure you're ready. Lines 7180 to 7160 are the ones that print the cards. As we've seen before, each card is five lines long and is stored in the array *C$()*. The cards start at *C$(1), C$(6), C$(11)* and so on. If the first character is an asterisk (*) it means that you haven't yet typed anything on that card. So it doesn't need to be printed out. Line 7090 checks this. Lines 7110 to 7130 print the card if there is information on it.

NEXT MONTH...

You'll add the final part of the program. Then you'll be able to alter a card if you make a mistake.

Print out the cards program

```
7000 REM ===== Print cards =====
7010 CLS
7020 PRINT "Print out the cards"
7030 PRINT "--------------------"
7040 PRINT
7050 INPUT "Get your printer ready
then press Return";K$
7060 PRINT
7070 PRINT "Printing...";
7080 X=1
7090 IF C$(X)="*" THEN GOTO 7140
7100 VDU2:PRINT
7110 FOR Y=0 TO 4
7120 PRINT C$(X+Y):VDU3
7130 NEXT Y
7140 X=X+5
7150 IF X<255 THEN GOTO 7090
7160 RETURN
```

This program works on all home micros

IS THIS YOUR COMPUTER?

BBC/Electron/Archimedes

The program works as shown.

Spectrum

Change these lines:

```
7090 IF C$(X) =B$ THEN GO TO 7140
7100 LPRINT
7120 LPRINT C$(X+Y)
```

Amiga (Amos)/AtariST (Stos)/PC (GW Basic)

Change these lines:

```
7100 LPRINT
7120 LPRINT C$(X+Y)
```

CPC

Change these lines:

```
7100 PRINT #8
7120 PRINT #8,C$(X+Y)
```

C64

Use capital letters.
Change or add these lines:

```
7010 PRINT CHR$(147);
7075 OPEN 4,4
7100 PRINT #4,CHR$(13)
7120 PRINT #4,C$(X+Y)
7160 PRINT#4:CLOSE 4:RETURN
```

The Games Gang

Spaced Out!

Have you ever dreamed about piloting the Space Shuttle?

Well, you'll be able to live out your dreams in the autumn, when Virgin release a Shuttle simulator.

You control the flight from take-off to landing – in full 3D.

It lets you twiddle with all the knobs and fiddle with the doobries. And it sets several missions for you to complete.

All would-be astronauts will love it – but only on ST, Amiga and PC.

Disney Delights

Disney Software is one of the newest software houses in Britain. They are about to bring out loads of products for all sorts of computers including the Amiga, PC and Atari ST. The first bunch includes **Dick Tracy** and a computer game of the Steven Spielberg film about spiders, **Arachnaphobia**.

Closer to the cartoon side of Disney is a game called **Duck Tales: The Quest For Gold**. This stars Scrooge McDuck and his nephews Huey, Dewey and Louie.

Apart from games, Disney are also due to release a few educational programs: **Donald's Alphabet Chase, Mickey's Runaway Zoo, Goofy's Railway Express** and **Mickey's Crossword Puzzle.** Keep your eyes peeled!

BLAST!

Shoot-'em-up fans with a C64 will be pleased to know that a few classics are now available for £2.99 and £3.99. For starters, Kixx is releasing Delta. As well as being tough, it also has the best soundtrack of any C64 game.

There's also Hunter's Moon – a game for thinkers and joystick wagglers. Ocean is also bringing out some older titles with a lower price. Parallax is a combination of flying, exploration and blasting which provides hours of addictive fun.

Peter's Patch!

Edward Connelly (8) from Middlesborough has some pokes for C64 players with an action-replay cartridge. These will give you infinite lives:

Prince Clumsy	POKE 13428,173		
Olli and Lissa	POKE 39662,165	POKE 43396,165	
Superkid	POKE 6315,165	POKE 8159,165	POKE 11433,165

Pam's Passwords

Having problems with Lucasfilm's **Night Shift** on the ST? These codes for the first 10 levels should be just the job for all the versions.

LEVEL	CODE	LEVEL	CODE
1	-	6	C-P-P-Pi
2	C-B-B-L	7	C-Pi-L-B
3	B-C-Pi-P	8	Pi-B-Pi-C
4	Pi-L-Pi-Pi	9	Pi-L-L-C
5	Pi-Pi-L-C	10	L-B-P-P

(C = cherry, B = banana, L = lemon, P = plum, Pi = pineapple).

Andrew Vincent (aged 12) from Cheddar has five passwords for **Perplexity** but needs 10 more – can anyone help him?

LEVEL	PASSWORD
1	-
2	Croupier
3	DECEIVE
4	CONTEND
5	LACERATE
6	VANGUARD

Midwinter updated

Anyone who's played **Midwinter** on the Amiga, PC or ST will know that it was one of the best games last year. Well, the good news is that the programmers (Maelstrom) are about to release the sequel. It's called Flames of Freedom.

You can control over 20 vehicles and explore as many islands – the whole game is four times bigger than the original!

A Superior collection

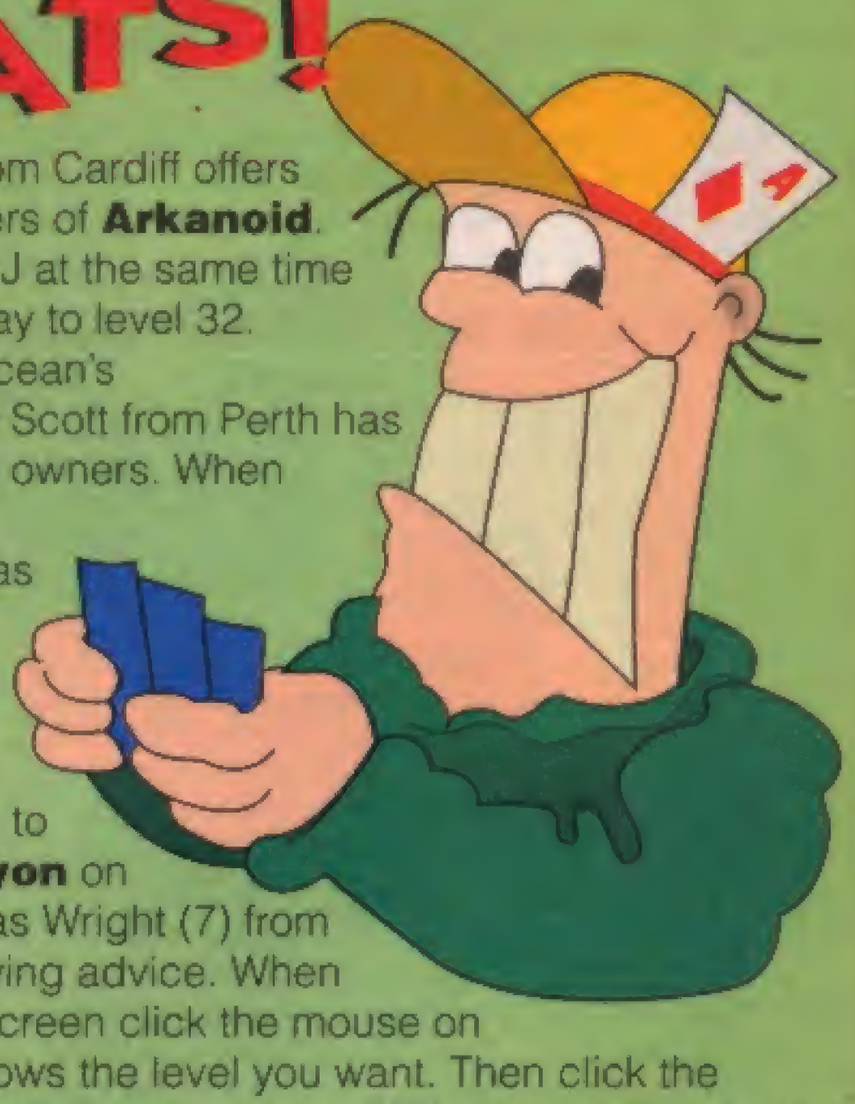
If you've a BBC or Electron watch out for Sam 15 from Superior. It's another collection of four games.

You'll find three old favourites on it: **Last Ninja 2, Network** and Ricochet. The other game – **Cyburg Warriors** – is new. It's a sideways-scrolling shoot-'em-up. You can play it with one or two players so it gives you a chance to challenge a friend instead of just playing against your computer.

If you've any hints, pokes or cheats you'd like us to print send them to:

Let's Compute!
Europa House, Adlington Park, Macclesfield SK10 4NP.

CHARLIE'S CHEATS!



Lee Tavener aged 13 from Cardiff offers help to BBC Micro players of **Arkanoid**. Press Delete, D , H and J at the same time to skip levels – all the way to level 32.

Having trouble with Ocean's **Untouchables**? Dean Scott from Perth has some help for Spectrum owners. When you get onto the score-board enter your name as Humphrey Bogart and start again. Press Q W E together and you'll be able to skip levels.

We've had a lot of tips to help with playing **Nevryon** on the Archimedes. Nicholas Wright (7) from Ossett sent us the following advice. When you are on the options screen click the mouse on the stage icon until it shows the level you want. Then click the redefine icon but don't redefine your keys. Click start game and your computer will forget you need a password.

If anyone's still stuck on Mirrorsoft's **Back To The Future 2** on the Atari ST and Amiga, try the following. Start the game, pause it and type THE ONLY NEAT THING TO DO. You'll then find you've got infinite lives! You can also type Y to access the next level.

Geoffrey Swan from Ruislip has been practising for the next World Cup on his CPC. If you need a helping hand in **Italy 90** press 6 while playing and the referee will blow the whistle and you'll go to the penalty shoot out.

BEST SELLING AMIGA BOOKS

AMIGA DOS INSIDE & OUT **£16.95**
An in-depth guide to AmigaDOS and the CLI. Covers the insides of AmigaDOS from internal design up to practical applications. Versions 1.2 and 1.3 are covered and this revised edition also includes AmigaDOS 2.0

AMIGA C FOR BEGINNERS **£16.95**
An introductory guide for the Amiga user that wishes to learn this popular language without a lot of technical jargon. Describes the C library routines and use of the most popular C compilers. Lots of programming examples.

AMIGA DESKTOP VIDEO GUIDE **£16.95**
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AMIGA FOR BEGINNERS **£12.95**
The ideal book for the first time user. A clear introduction to essential Amiga features including the Workbench diskette, AmigaBASIC and AmigaDOS. Recently revised to include Workbench 2.0 info.

AMIGA PRINTERS INSIDE & OUT *NEW* **£29.95**
A comprehensive guide with easy to follow examples and simple explanations to help you use your printer more effectively. Learn AmigaDOS commands for printer control and printing tips and tricks from the experts. Includes a companion diskette with essential printer utilities.

MAKING MUSIC ON THE AMIGA *NEW* **£29.95**
The Amiga has wonderful music talents. This book shows you how to take advantage of those capabilities, it starts with the fundamentals of music and progresses to the details of using software such as Music Construction Set, Aegis/Oxxi and AudioMaster and how to construct your own MIDI interface, includes companion diskette containing lots of music examples.

THE BEST OF TRICKS & TIPS *NEW* **£24.95**
The best selling book 'Tricks & Tips' and its follow up book 'More Tricks & Tips' have been replaced by this single volume. The companion diskette is included. A great collection of programming hints and techniques for all Amiga users.

OTHER BOOKS

AmigaDOS Quick Ref. Guide	£8.95	Amiga Machine Language	£14.95
Amiga 3D Graphics Prog in BASIC	£16.95	Adv. System Programmers Guide	£29.95
Amiga System Programmers Guide	£29.95	Amiga C for Adv. Programmers	£29.95
Amiga Disk Drives Inside & Out	£24.95	More Amiga Tricks & Tips	£14.95
Amiga Graphics Inside & Out	£29.95	Amiga ROM Kernal Ref: Includes & Autodoc	£28.95
Amiga ROM Kernal Ref: Libs. & Divs	£29.95	Kids and the Amiga	£13.95
Amiga Hardware Ref. Manual	£21.95	Advanced Amiga BASIC	£16.95
Elementary Amiga BASIC	£12.95	Using Delux Paint 2nd Ed.	£19.95
Amiga Applications	£16.95	First Book of Amiga	£14.95
Inside Amiga Graphics	£15.95	Second Book of Amiga	£14.95
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Mapping the Amiga	£19.95	Amiga DOS Reference Guide (2nd Ed)	£6.95
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AMIGADOS: A Dabhand Guide	£14.95	Becoming an Amiga Artist	£16.95
Inside the Amiga with C	£19.95	Amiga Assembly Language Programming	£12.95
Amiga Programmer's Handbook Vol. 2	£22.95	Amiga Desktop Video Workbook (inc disk)	£29.95
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Challenge your and see who has

SHOO

IS THIS YOUR COMPUTER?

The program listed is for the BBC, Archimedes and Electron

Amiga

Change the following lines:

```
  2Ø CLS:LET TU=1ØØØ:LET MT=Ø
  3Ø DEF FNR(R)=INT(RND*R+1)
 11Ø LET A$="INKEY$:IF A$="A" OR A$="a" THEN GOTO
23Ø
 12Ø IF A$="S" OR A$="s" THEN GOTO 2ØØ
 13Ø IF A$="D" OR A$="d" THEN LET S1=S1-FNR(3):G
OTO 26Ø
 14Ø IF A$="M" OR A$="m" THEN GOTO 31Ø
 15Ø IF A$="K" OR A$="k" THEN GOTO 34Ø
 16Ø IF A$="O" OR A$="o" THEN LET S2=S2-FNR(3):G
OTO 37Ø
 61Ø LOCATE Y+1,X+1
```

PC

Make the changes listed above for the Amiga to Lines 30, 110, 120, 130, 140, 150 160 and 610. Also change Line 20:

```
2Ø SCREEN1:CLS:LET TU=1ØØØ:LET MT=Ø
```

Atari ST (Stos)

Make the changes listed above for the Amiga to Lines 20, 30, 110, 120, 130, 140, 150 and 160. Also change Line 610:

```
61Ø LOCATE X,Y
```

Spectrum

Make the changes listed above for the Amiga to Lines 20, 30, 110, 120, 130, 140, 150 and 160. Also change Line 610:

```
61Ø PRINT AT Y,X;
```

Commodore C64/128

Use Capital letters. Make the changes listed above for the Amiga to Lines 120, 130, 140, 150 and 160. Also change these lines:

```
  2Ø PRINT CHR$(147);:LET TU=1ØØØ:LET MT=Ø
  3Ø DEF FNR(R)=INT(RND(Ø)*R+1)
 11Ø GET A$:IF A$="A" OR A$="a" THEN GOTO 23Ø
 55Ø PRINT CHR$(147);:PRINT"PLAYER 1 SCORED ";S1
61Ø POKE 211,X:POKE 214,Y:SYS58732
```

Amstrad CPC

Make the changes listed above for the Amiga to Lines 20, 30, and 610. Also change these lines:

```
 11Ø IF INKEY(69)<>-1 THEN GOTO 23Ø
 12Ø IF INKEY(6Ø)<>-1 THEN GOTO 2ØØ
 13Ø IF INKEY(61)<>-1 THEN LET S1=S1-FNR(3):GOTO
26Ø
 14Ø IF INKEY(38)<>-1 THEN GOTO 31Ø
 15Ø IF INKEY(37)<>-1 THEN GOTO 34Ø
 16Ø IF INKEY(34)<>-1 THEN LET S2=S2-FNR(3):GOTO
37Ø
```

friend at this exciting game the better shooting skills

T 'EM

This game and the description printed here are by David Johnston (11) from Glasgow. It's a two player game. Both try to shoot the same moving target.

IT'S YOUR PROGRAM

If you've written any programs, let us see them. You may soon see YOUR work in *Let's Compute!*

Don't worry if you can't make your programs work on all the computers we cover. Send us a program for any computer and our experts will convert any we print to work on all home computers.

Send them on disc or tape to *Let's Compute!*, Europa House, Adlington Park, Macclesfield SK10 4NP. Remember to tell us your name, address and age.

Also send us a description of the program. If you have a phone tell us the number. That way, if we're going to print it, we can let you know quickly.

Both players have a gun. Player one's gun is at the bottom and player two's is at the side.

See who can shoot the most moving targets. Don't fire too much because each time you fire your score goes down.

After one minute the screen will clear and the scores will appear. You will then be asked if you want another go. Answer Y or N.

HERE ARE SOME CHANGES YOU COULD MAKE:

- **You could try making the game last longer or shorter by changing TU in line 20.**
- **Try altering the shape of the gun and the target by changing lines 30, 60 and 70.**
- **You can change the movement keys in lines 100 to 150.**
- **When you hit the target try making a sound by adding to lines 230 and 290.**

Ace game writer: David Johnston

PLAYER 1		PLAYER 2	
Left	A	Up	K
Right	S	Down	M
Fire	D	Fire	O

These are the keys to use

```
  10 LET SX=19:LET SY=21:LET EA=12:LET E
B=16:LET A=11:LET B=15:LET S1=0:LET S2=0
  20 CLS:VDU 23;8202;0;0;0;:LET TU=1000:
LET MT=0
  30 DEF FNR(R)=RND(R)
  40 LET X=A:LET Y=SY:GOSUB 610:PRINT"A"
  50 LET X=1:LET Y=1:GOSUB 610:PRINT"PLA
YER ONE'S SCORE ";S1;"  "
  60 LET X=1:LET Y=2:GOSUB 610:PRINT"PLA
YER TWO'S SCORE ";S2;"  "
  70 LET X=SX:LET Y=B:GOSUB 610:PRINT"<"
  80 LET X=EA:LET Y=EB:GOSUB 610:PRINT"O
"
  90 LET X=A:LET Y=SY-1:GOSUB 610:PRINT"
 "
 100 LET X=SX-1:LET Y=B:GOSUB 610:PRINT"
 "
 110 IF INKEY(-66)=-1 THEN GOTO 230
 120 IF INKEY(-82)=-1 THEN GOTO 200
 130 IF INKEY(-51)=-1 THEN LET S1=S1-FNR
(3):GOTO 260
 140 IF INKEY(-102)=-1 THEN GOTO 310
 150 IF INKEY(-71)=-1 THEN GOTO 340
 160 IF INKEY(-55)=-1 THEN LET S2=S2-FNR
(3):GOTO 370
 170 IF TU=0 THEN GOTO 550
 180 LET TU=TU-1
 190 GOTO 410
 200 IF A=SX THEN GOTO 130
 210 LET X=A:LET Y=SY:GOSUB 610:PRINT" "
:LET A=A+1:LET X=A:LET Y=SY:GOSUB 610
 220 PRINT"A":GOTO 130
 230 IF A=1 THEN GOTO 120
 240 LET X=A:LET Y=SY:GOSUB 610:PRINT" "
:LET A=A-1:LET X=A:LET Y=SY:GOSUB 610
 250 PRINT"A":GOTO 130
 260 LET X=A:LET Y=SY-1:GOSUB 610:PRINT"
|"
 270 IF EA=A THEN LET S1=S1+25:LET X=EA:
LET Y=EB
 280 IF EA=A THEN GOSUB 610:PRINT"*":FOR
Z=1 TO 200:NEXT Z:GOSUB 610
 290 IF EA=A THEN PRINT" ":LET EA=FNR(SX
-1):LET EB=FNR(SY-4)+3:GOTO 140
 300 LET BV=0:GOTO 140
 310 IF B=SY THEN GOTO 150
 320 LET X=SX:LET Y=B:GOSUB 610:PRINT" "
:LET B=B+1:LET X=SX:LET Y=B:GOSUB 610
 330 PRINT"<":GOTO 150
 340 IF B=3 THEN GOTO 160
 350 LET X=SX:LET Y=B:GOSUB 610:PRINT" "
:LET B=B-1:LET X=SX:LET Y=B:GOSUB 610
 360 PRINT"<":GOTO 160
 370 LET X=SX-1:LET Y=B:GOSUB 610:PRINT"
="
 380 IF EB=B THEN LET S2=S2+25:LET X=EA:
LET Y=EB
 390 IF EB=B THEN GOSUB 610:PRINT"*":FOR
Z=1 TO 200:NEXT Z:GOSUB 610
 400 IF EB=B THEN PRINT" ":LET EA=FNR(SX
-1):LET EB=FNR(SY-4)+3
 410 IF MT=4 THEN GOTO 430
 420 LET MT=MT+1:GOTO 40
 430 LET MT=0
 440 LET D=FNR(4)
 450 LET X=EA:LET Y=EB:GOSUB 610:PRINT"
"
 460 IF D=1 AND EB=3 THEN GOTO 410
 470 IF D=2 AND EB=SY-1 THEN GOTO 410
 480 IF D=3 AND EA=SX-1 THEN GOTO 410
 490 IF D=4 AND EA=1 THEN GOTO 410
 500 IF D=1 THEN LET EB=EB-1
 510 IF D=2 THEN LET EB=EB+1
 520 IF D=3 THEN LET EA=EA+1
 530 IF D=4 THEN LET EA=EA-1
 540 GOTO 40
 550 CLS:PRINT"PLAYER 1 SCORED ";S1
 560 PRINT"PLAYER 2 SCORED ";S2
 570 PRINT"ANOTHER GO";:INPUT A$
 580 IF A$="Y" OR A$="y" THEN GOTO 10
 590 IF A$="N" OR A$="n" THEN STOP
 600 GOTO 550
 610 PRINTTAB(X,Y);
 620 RETURN
```

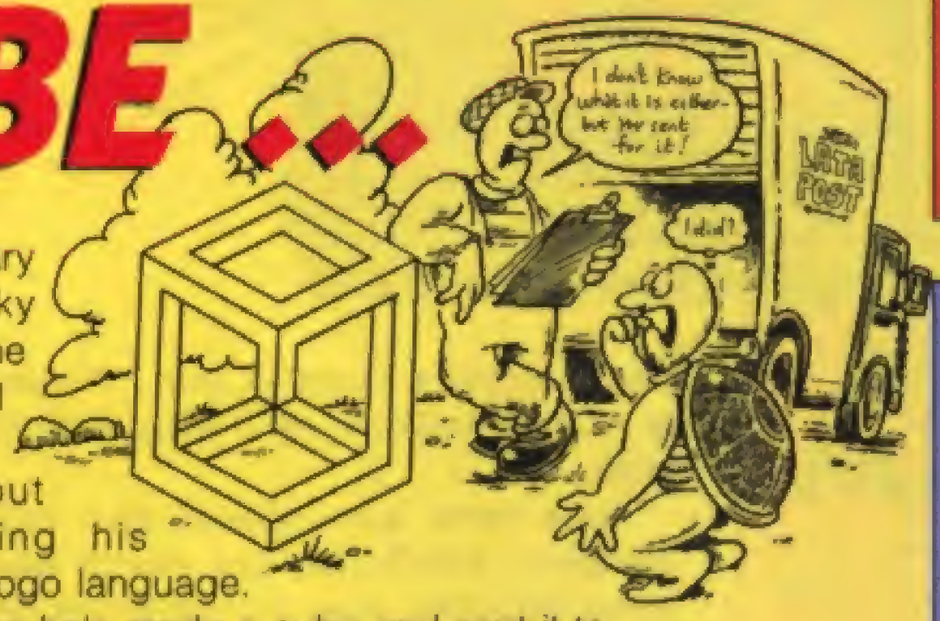
Your own logo disc or tape for £1!

Turtle graphics is a vital part of any Logo program. And that's what Turtle Logo is. Specially written for the Electron, BBC Micro and A3000/ Archimedes series, it is on the tape or disc that comes with the Let's Compute! Club bumper pack.

You can find out how to join the Club on Page 32 – and about all the other goodies sent out to members.

However, if you only want Turtle Logo we'll send it to you for just £1 if you complete and return the coupon below

NOW IT'S THE IMPOSSIBLE CUBE...



Remember in January and February Tricky asked Tech to do the impossible? Well Tricky's at it again!

He's worked out another trick using his computer and the Logo language. It's Tech's birthday so he's made a cube and sent it to Tech for a present. The program he used is shown on the right.

Our picture shows Tech's surprise when the present arrived. And no wonder! Maths experts call it the impossible cube. You can easily draw one yourself using Tricky's program.

You first need to run the Logo Language. This is available for most makes of home computer.

(If you haven't got Logo and you're using an Acorn computer the Let's Compute! Turtle Logo is an ideal starting point – see the offer on the left.)

Let's Compute! Turtle Logo is a very simple version of Logo. It doesn't leave much memory in your computer. So some tricks have had to be used to make the imposible cube work. These are shown below.

If you're using a more powerful version of Logo just type in Tricky's program. You can see his cube by typing:

```
CUBE 12
```

Now, can YOU draw an interesting, interweaving pattern in Logo? If you can we'd love to see it.

Post it to Let's Compute! Adlington Park, Macclesfield SK10 4NP. There's a super Let's Compute! baseball cap for the writer of every one we print.

Tricky's program

```
TO CUBE :D
C1 0 :D C1 120 :D
C2 0 :D C2 120 :D
C3 0 :D C3 120 :D
C4 0 :D C4 120 :D
C5 0 :D C5 120 :D
C6 :D HM :D * 4 RT 60
C6 :D HM :D * 24 FD :D * 4
END
```

```
TO A1 :A :D
LT :A + 300 FD :D
END

TO A2 :A :D
RT :A + 300 FD :D
END

TO HM :D
PU HOME BK :D PD
END
```

```
TO C1 :A :D
HM :D * 16
A1 :A :D * 12
A2 :A :D * 18
A1 :A :D * 4
LT :A + 300
A1 :A :D * 22
A1 :A :D * 16
END

TO C2 :A :D
HM :D * 24
A1 :A :D * 20
A2 :A :D * 30
A2 :A :D * 20
END

TO C3 :A :D
HM :D * 4
RT :A + 120
FD :D * 12
HM :D * 4
A1 :A :D * 4
A1 :A :D * 8
BK :D * 8
LT :A + 120
FD :D * 6
A1 :A :D * 8
END
```

```
TO C4 :A :D
HM :D * 4
FD :D * 10
A1 :A :D * 20
END

TO C5 :A :A
HM :D PU FD :D * 11 PD
A1 :A :D * 12
LT :A + 120
FD :D * 12
END

TO C6 :D
RT 120 FD :D * 4 RT 60
FD :D * 8 BK :D * 8
LT 120 FD :D * 8
END
```

ORDER FORM

Please send me the *Let's Compute!* Turtle Logo. I enclose cheque, postal order or stamps the the value of £1.

(Only suitable for Electron, BBC Micro or Archimedes series)

Name.....

Address.....

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Post code.....

Age .....

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Turtle Logo tricks

Here's how to draw the Impossible Cube using Turtle Logo:

- Load and Run Turtle Logo.
- Type in the blue parts of the program. Then enter SAVE "C0 and press RETURN.
- Type QUIT and then press Return. Type RUN, followed by Return.
- Type in the green parts of the program. Then SAVE "C123.
- Again type QUIT and RUN.
- Type in the pink parts of the program. Then SAVE "C456.
- Again type QUIT and RUN.
- Type:

```
LOAD "C123  MERGE "C0
```

A part of your impossible cube will be drawn.

- Type:

```
LOAD "C456 MERGE "C0
C4 0 12   C4 120 12
C5 0 12   C5 120 12
```

Another part of your impossible cube will be drawn.

- Type:

```
C6 12   HM 48   RT 60
C6 12   HM 288   FD 48
```

The last part of your cube will be drawn.

LOGO LOWDOWN

SIX POINTED STAR

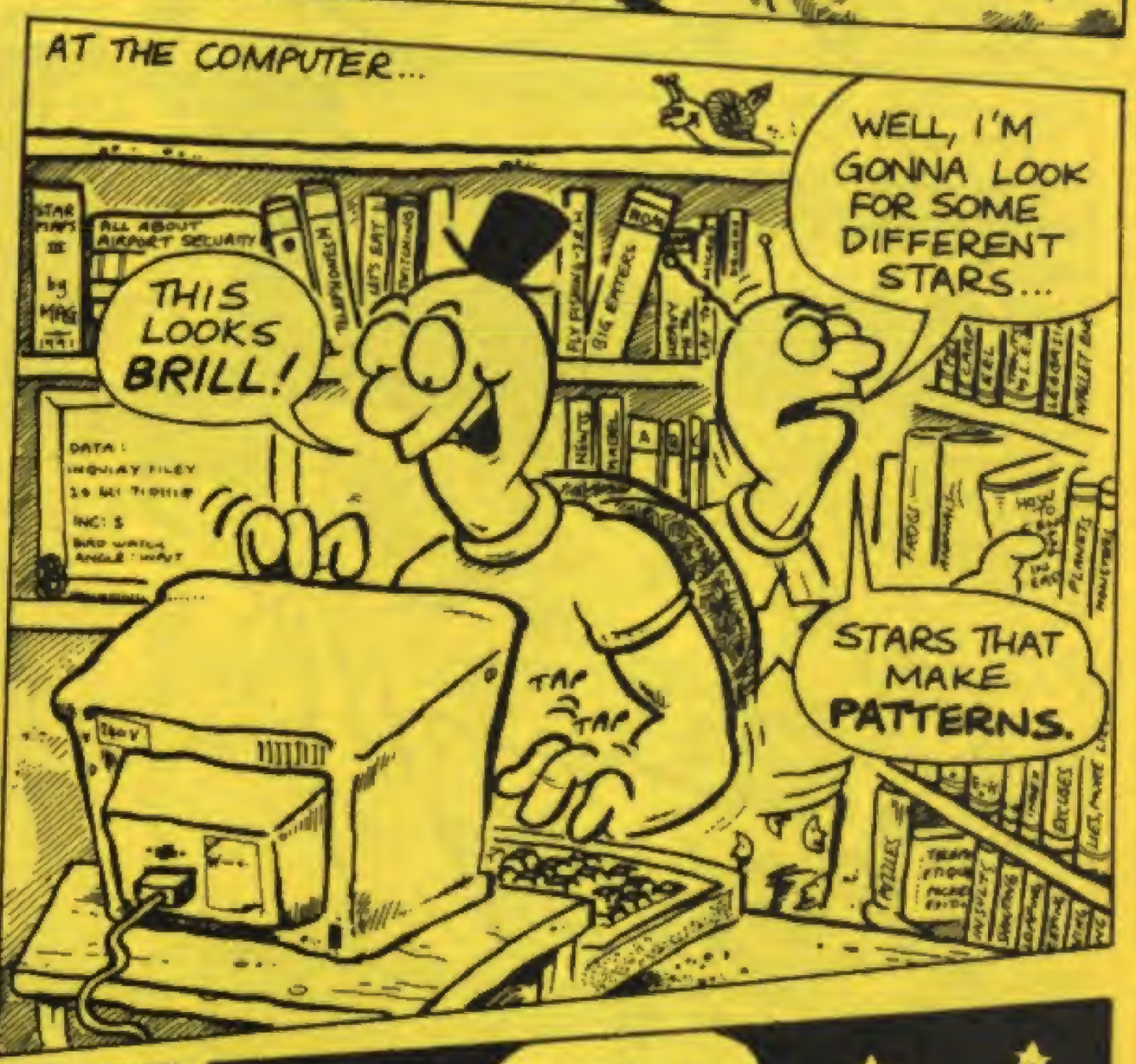
```
TO STAR :BIG
JUMP :BIG
REPEAT 6 [TURN :BIG LT 180]
REPEAT 3 [JUMP :BIG]
END

TO JUMP :BIG
PU
RT 30 FD :BIG RT 60
PD
END

TO TURN :BIG
REPEAT 2 [FD :BIG RT 120]
END
```

RIGHT THEN! TYPE THIS IN, SAVE IT AND THEN TRY THIS:

```
MAKE "BIG 20
REPEAT 10 [STARG :BIG MAKE "BIG :BIG + 10]
```



IN THE GARAGE OF COURSE!

RIGHT! I'LL TYPE IN THE **START** SEQUENCE...

TYPE IN:
TO RAM
HT
RT 110
SPIRAL 1 15
END

THROB!

TYPE IN:
TO SPIRAL :BIG :ANG
REPEAT 50 [FD :BIG RT :ANG INC]
END

WHEEOOWW

NOW I'D BETTER SET A COURSE TO GET TO **RAM**

TO SPIRAL :BIG :ANG
REPEAT 50 [FD :BIG RT :ANG INC]
LT 90
REPEAT 50 [FD :BIG RT :ANG DEC]
END

TO INC
MAKE "BIG :BIG + 1
END

TO DEC
MAKE "BIG :BIG - 1
END

HAYCORN LAPTOP

WOH! LOOK WHAT I CAN SEE!

WHAT?

TYPE IN **RAM** TO SEE WHAT TELSTAR SAW.
ALTER **BIG** AND **ANG** TO GET DIFFERENT EFFECTS.
EDIT **SPIRAL** AND REMOVE **LT 90**

LOOK- THERE'S A MESSAGE COMING IN!

TO WHAT? :BIG
HT LT 30
REPEAT 3 [SHAPE :BIG JUMP :BIG]
END

I WONDER WHAT THIS IS?

TO SHAPE :BIG
FD BIG * 2 RT 120 FD :BIG
PU FD :BIG PD
REPEAT 2 [FD :BIG * 2 RT 60]
RT 60 FD :BIG * 2
END

☆○TURTLE PROFILE○☆

E.T. TURTLE - FILM STAR!

FACTS:
HEIGHT: EXTENDIBLE
EYES : ENORMOUS!
HAIR : NOT APPLICABLE
CLOTHES: ANYONES!
LIKES : HUMANS
DISLIKES: TELEPHONISTS
FAVOURITE FOOD: BEER!
HOBBIES: TRAVELLING THE COSMOS!

E.T. SAYS:-
"PHONE HOME- WHEN IT'S CHEAP"

NEVER MIND THAT- WHAT ABOUT THIS?!

OH NO!

EMPTY O.K. FULL
FUEL

TO JUMP :BIG
PU
RT 180 FD :BIG RT 120
PD
END

VOOM

CRASH!

WELCOME TO FILEY

AYUP! WE'RE O.K! THEY TELL ME FILEY'S GREAT THIS TIME OF YEAR!

TWITCH

SUNNY FILEY

TRY WHAT? 80

WHAT IS IT?

NEXT MONTH THE TURTLES JOIN THE LOWER PAID SECTOR WHEN THEY BECOME ARTISTS

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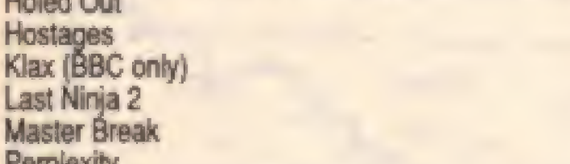

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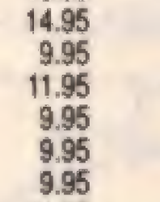

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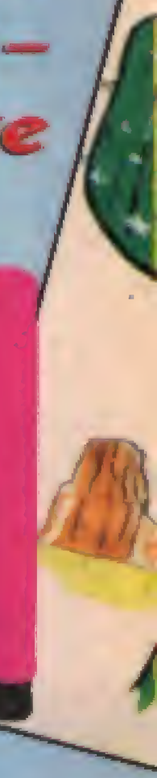

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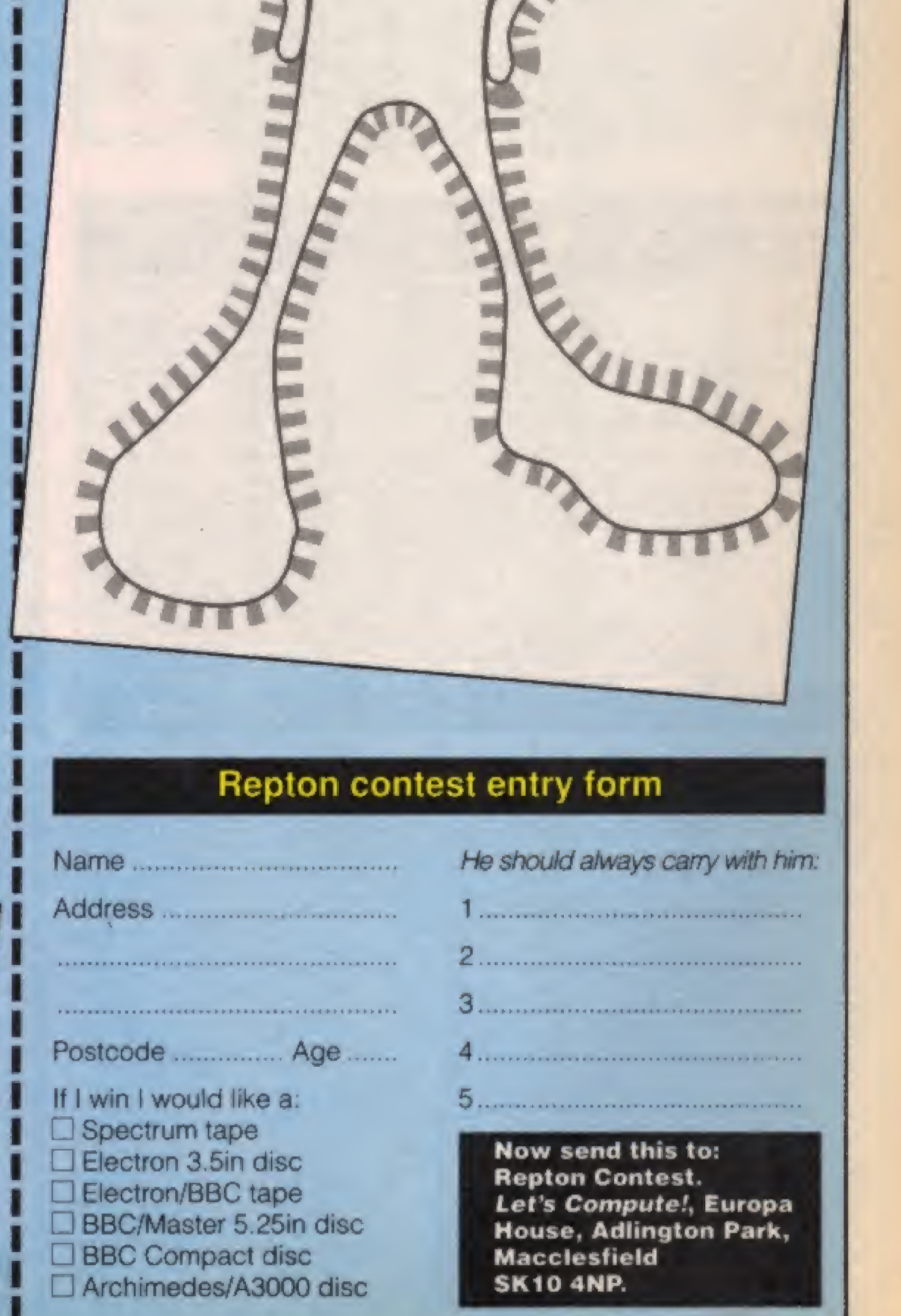

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.....

.....

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1 .....

2 .....

3 .....

4 .....

5 .....

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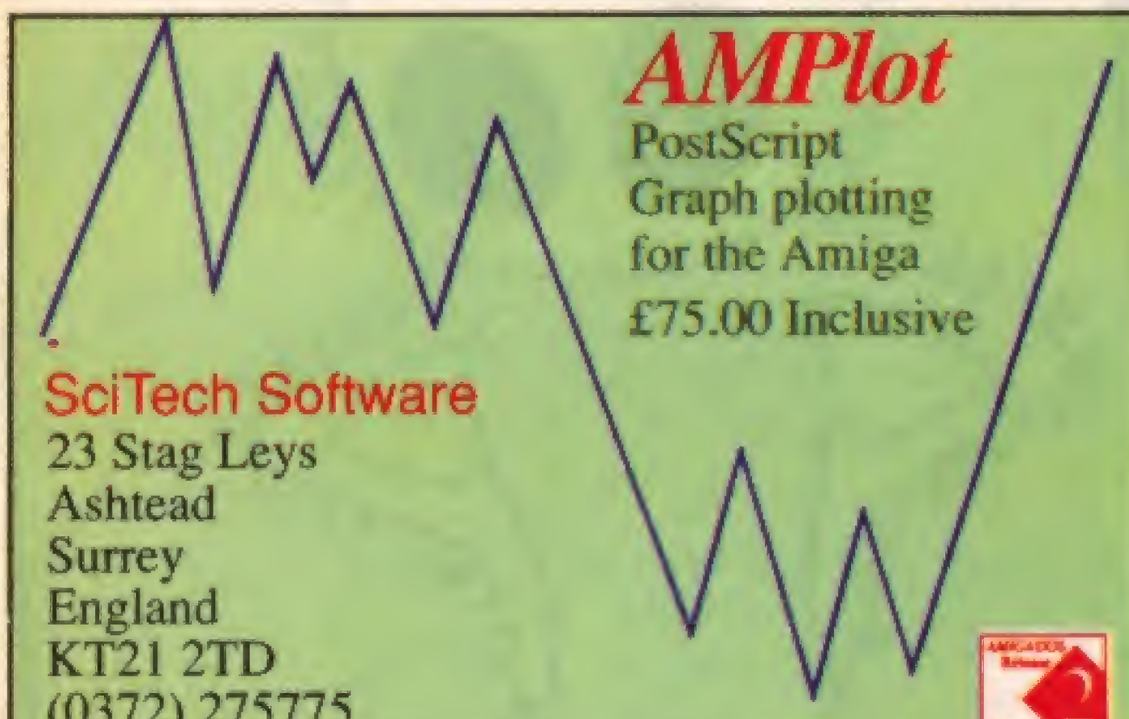

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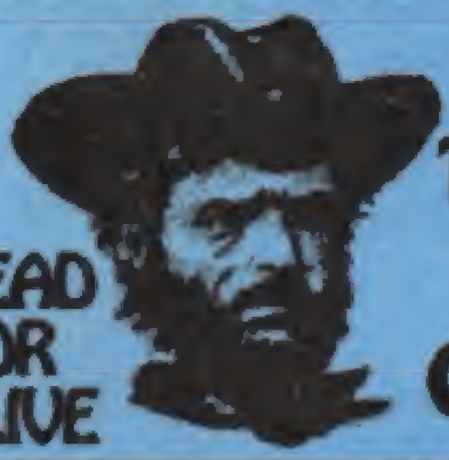

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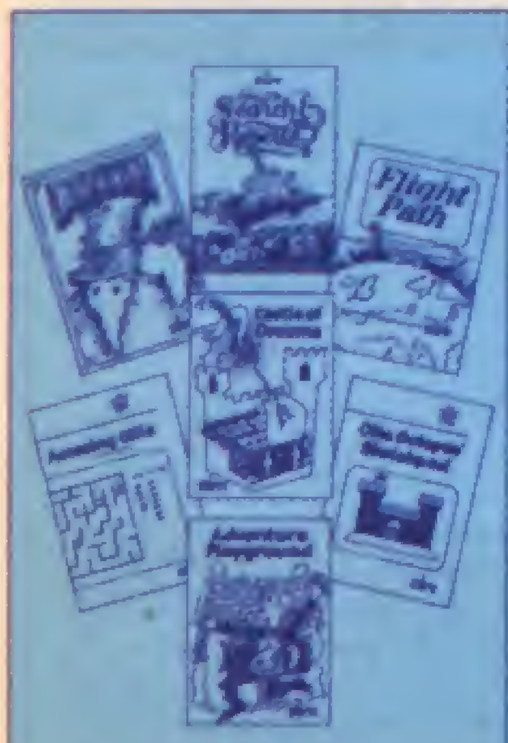

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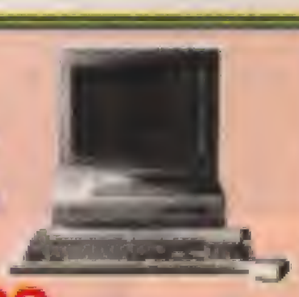

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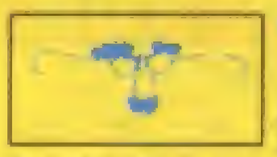

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PRIZE WINNERS

Super Prizes from Atlantis

We offered copies of Skatin' USA and Superkid to the first 75 correct entries pulled from the sack. Hundreds of you astounded us with your general knowledge on the USA.

Copies of both games are on their way to:

Richard Arnold (5) Tamworth; J Stuart (17) Maybole; Matthew Hollingdale (8) Pirton; Bradley Parker (12) Minster; Jude Parsons (13) Tunbridge Wells; J Stephenson (11) Dorchester; Stewart Bacon (12) Lenwade; Mark Hill (12) Guildford; Graham Norris (13) Duston; Shaun O'Keefe (11) Bilborough; P O'Gara (10) Stevenage; Tim Jay (12) Cawsand; Michael Warren (12) Thatcham; Jonathan Harrington (11) Waterlooville; K Lanaxon (79) Colindale; R Adams (11) Chirnside; Chris Fifield (12) Witham; Mark Guest (10) Warley; William Dixon (12) Reading; Andrew Vorsey (10) Wirral; Julian Oughtibridge (15) Brigg; Robin Moffatt (12) Sheffield; Nicola Cook (10) Aylesbury; Gareth Taylor (10) Port Talbot; Robert Alvarez (15) Morecombe; Linden Eaven (10) Letchworth; James Brand (16) Harrogate; Martin Pim-Kirle (12) Cuttivett; John Smart (9) Wimbledon; Ryan Baldwin (10) Luton; Lynn Wallace (9) Ferryhill; Paula Clark (10) Springfield; Owen Hughes (11) Welwyn; Christopher West (13) Downley; G Milne (12) Beeston; Pandraig Byrne (11) Carnlough; Williams Richardson (9) Eastwood; Daniel Wilkin (10) Bar Hill; Daniel Parker (10) Chandlers Ford; Richard Tacon (10) Kenilworth; Andrew Grant (12) Portodown; Peter Ward (8) Northfield; Mark Jauncey (13) Ulceby; S Phillips,) Ryde; Gareth Jones (14) Grangetown; Laurence Huckle (10) Reading; Colin Fadyen (11) Motherwell; Simon Tandeur (9) London; Jeffrey Knight (10) St Agnes; Kasha Smal (13) Redland; Robert Riddington (14) Stoke Golding; Nikolai Dragnes (12) Outney; Sharon Green (19) Coventry; Katherine Dyer (14) Beeston; Ewan Brown (14) Auchmithie; D Steel (39) Brampton; James Crosby (8) Cottingham; Louis Carroll (10) Norwich; Damian Rowe (13) Knaresborough; Robin Cawsey (14) Barnstaple; Alan Dunn (13) Neilston; Kieran Murphy (11) Co Waterford; Daniel Nelson (8) Slough; Robin Collings (10) Edinburgh; A Male (14) Gosport; Andrew Pielorz (12) Leicester; Margaret Savage (17) St Saviours; Serafina Antelo (6) London; Jonathan Greenwood (10) Sandygate; C Bell (26) Dewsbury; Adam Davies (10) Ludlow; Karen Birch (12) Southport; Dean Housley (12) East Dulwich; Chris Green (13) Taunton and Joseph Gill (16) Handsworth.

They are the Champions

Amiga, ST, PC and C64 owners were offered the chance to win the very latest in joysticks in February. We had hundreds of correct entries but only 30 of you could win:

Kelly Butler (10) Todmorden, Jeremy Hanson aged 9) Thorpe Bay; Jon Aldridge (11) Draycott, Martin Rolfe aged 12) Portsmouth; Carl Fairchild aged 11) Warrington, G Brown (11) Drax; Chen-Lee Birch (13) Newcastle, Derek Crance aged 10) Abberton; Simon Kenway (9) Woodley; Stuart Stafford (14) Duston; Simon Kidd (10) Bromsgrove; Jon Lord (13) Alntree; Tong Ip (11) Redditch; Becky Rhodes aged 10) Armitage; David Yu (12) Wimbledon; Paula Gower (11) Hastings; James Freeman (11) Rye; Donna Hau (13) Radcliffe; Steven Dilks (9) South Elmsall; Alan Addison (11) Mintlaw; Tim Danby (11) Stroud; Noel Andrews (12) Eaton; Louise Oland (12) Wincanton; Paul Warner (15) Stockwood; Francis Oumamar (13) Cambridge; Carolyn Crickman (10) Petworth; Daniel Easton (13) Barford; Richard Bernard (7) Peachaven; Scott Ive (12) Morden and Manuel Antelo (15) London.

S.T.U.N.ning Winners

Testing your powers of detective work, we asked you four simple questions about Domark's new game S.T.U.N. Runner in the February issue of *Let's Compute*.

We had a massive response and a Sony Walkman goes to:

John Sear (13) Leighton Buzzard, V Forsman (13) Dunningwell and Joanne Pratt aged 10) Clacton

While five very special mugs are winging their ways to:

Philip Bullock (14) Oswaldtwistle, Stephen Hill (11) Weston, Gerraint Watts (10) New Milton, Paul Hodgson (11) Portsmouth and R Lowe (34) Bradford

Runners-up prizes of an exclusive Domark keyring go to:

Simon Robinson (8) Bridgwater, D Steel aged 39) Brampton; Thomas Meeks (7) Hove; Simon Lee (7) Whitestone; Karl Scoltham (7) Nuneaton, David McEwan (13) London; Paul Housley (11) Parkgate; David Plank aged 12) Edinburgh, P Gunnane (11) Irlan; Elizabeth Theaker (12) Ellesmere Port; John Tootell (11) Fareham; Stuart Cliff (11) Warley; Chris Williams aged 10,) Sandbach; Paul Tomlinson (13) Oldham; Dan Scott (8) London; M Dolling aged 11) Ilkogan; D Proudey (30) Reading; Layton Lawry (13) Redruth; Niall Dolaghan (17) Roundhaw; Gareth Walsh (10) Rishton, Gavin Mackay (14) Irvine; Russell Hardman (13) Lapford; Liam Pidcock (9) Selby; John Rivers (7) Seasalter and John Cross (26) Felixstowe.

HIGH SCORE CHALLENGE!

Game	Computer	Score	Name	Age
Battle Valley	Amiga	233,700	Elliot Campbell	10
Bombjack	ST	258,050	Martin Juhkental	8
Bughunter	Archimedes	6,198	Robert Shaw	12
Canyon	BBC	9,229	Nicholas Lee	11
Codename: Droid	BBC	191,500	Nicholas Japp	11
Conqueror	Archimedes	363,490	Paul Solecki	14
Dan Dare	Spectrum	78,000	Steven Farrell	11
Danger UXB	BBC	249,310	Rajesh Parmar	14
Dizzy	CPC	16,500	Paul Turner	11
Ghouls	BBC	1,398	Benedict McBride	10
Harrier Attack	CPC	113,280	Ben Griffin	11
Hellfire	PC	3,730	Mike Forbes	11
Hopper	BBC	67,300	Noel Ireland	12
Hobgoblin II	BBC	43,200	Philip Kyte	13
Hunchback	CPC	10,000	James Higgins	9
James Pond	Amiga	622,750	Stuart Billinghurst	11
Keyman	BBC	200,250	Robert Jenkinson	12
Labyrinth	BBC	320,990	A Jenkins	12

Game	Computer	Score	Name	Age
MetroCross	Spectrum	1,561,781	Richard Davies	8
Mr EE	BBC	168,650	Nicholas Japp	11
Outrun	C64T	7,307,790	Paul Turner	10
ProBoxing	C64	165,100	David Yu	12
Rick Dangerous	PC	13,920	Daniel Gregory	13
R-Type	Spectrum	376,400	Matthew Cook	11
Rollin	C64	9,433	Paul Tierney	13
Rolling Thunder	Spectrum	2,010	Lee McShane	12
Snake	BBC	652	Vicky Twidle	13
Sorcery	CPC	67,100	Neil Winter	12
Space Pilot	BBC	114,300	Hamish Lockie	10
Spy vs Spy	C64	9,610	Stevie Bruce	11
Starship Command	Electron	328	Tim Waters	12
Super Off Road	Amiga	110,234	Wayne Gulifer	11
Test Drive	Amiga	58,241	Darren Leahy	14
Thrust	BBC	38,000	R Nelder	13
Thundermonk	Archimedes	48,134	James Rice	10

Send us YOUR scores NOW!

Name ..... Computer .....

Address ..... Game ..... Score .....

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```
 10 LET M=0:DIM L(100)
 20 LET M=M+1:READ L(M)
 30 IF L(M)<>99 THEN GOTO 20
 40 LET T=M*2:REM ** DOUBLES IT!!
 50 FOR T=1 TO M-1
 60 IF L(T)=13 THEN PRINT:GOTO 80
 70 PRINT CHR$(L(T));
 80 NEXT T
 90 REM THE SECRET IS IN THE NUMBERS
100 DATA 13,73,84,32,73,83,32,73,77
110 DATA 80,79,83,83,73,66,76,69,32
120 DATA 84,79,32,87,82,73,84,69,32
130 DATA 65,13,80,82,79,71,82,65,77
140 DATA 32,84,79,32,68,79,85,66,76
150 DATA 69,32,84,72,69,32,77,69,77
160 DATA 79,82,89,46,13,89,79,85,32
170 DATA 72,65,86,69,32,66,69,69,78
180 DATA 32,84,82,73,67,75,69,68,46
190 DATA 13,65,80,82,73,76,32,70,79
200 DATA 79,76,33,13,13,99
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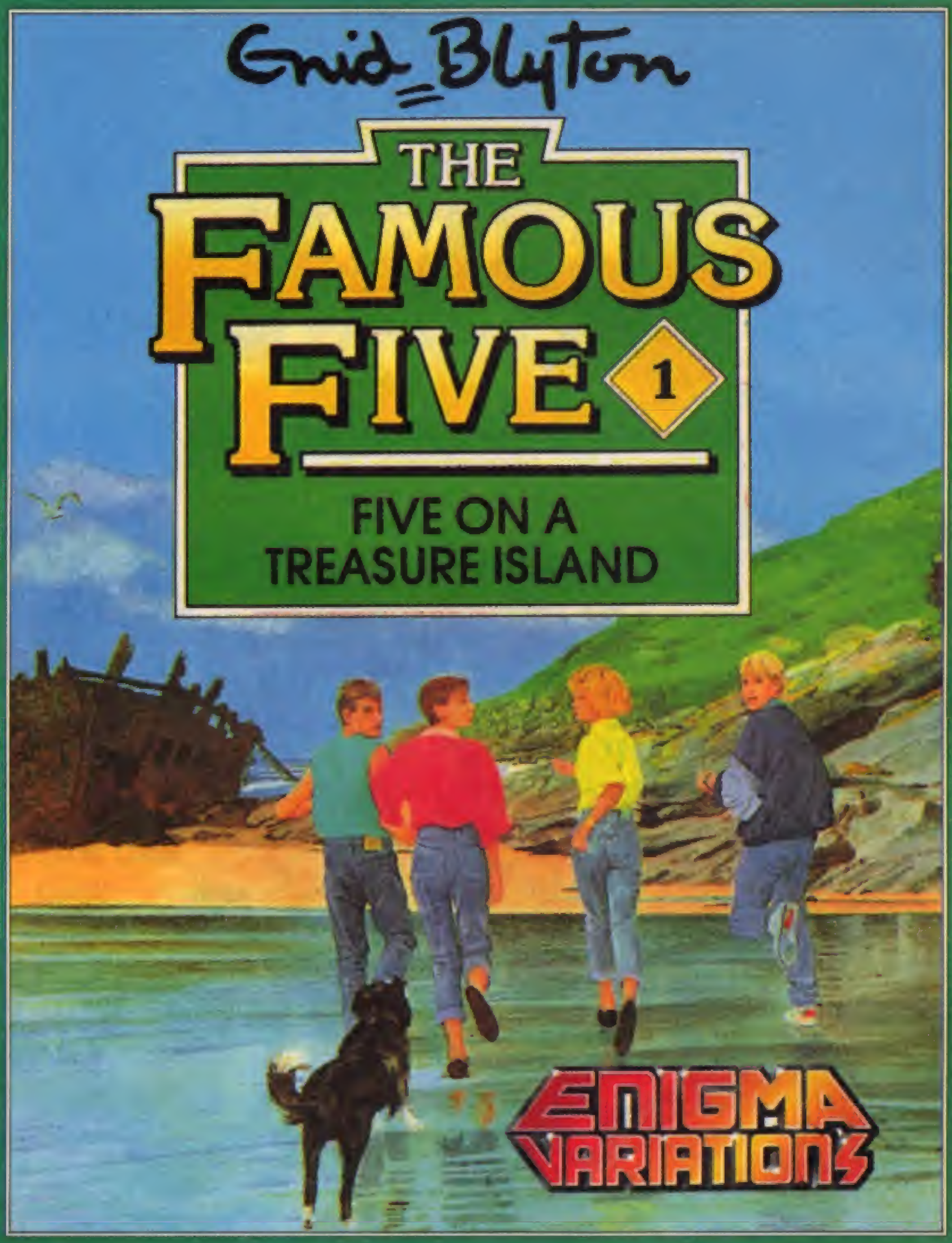

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